



STANDARD & ADVANCED SERIES RULES

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STANDARD GAME RULES

1.0 Introduction

The *Next War* series is an updated, expanded look at potential conflicts and modern warfare based on the system released by GMT Games as *Crisis: Korea 1995*.

The games in this series focus on a near future war in any of several potential hotspots. Players control land, air, and naval forces of the various sides engaged in the conflict. The scenarios provided allow players to examine multiple aspects of how a contemporary conflict might unfold. Modern war will not, we believe, initiate prolonged battles of attrition. Rather, because of the wholesale use of the destructive power of modern armaments, supplies of such armaments would outstrip any of the belligerents' abilities to replace them. Thus, we believe that any such war would, of necessity, be a short one. Both sides are challenged to win quickly and decisively, as both forces and munitions dwindle rapidly in the face of extended modern combat operations.

1.1 Glossary

ADF	– Air Defense Fire
Am Pt	– Airmobile Point
AP	– Air Point
AS	– Attack Strength
AMPH	– Amphibious Naval Unit
CS	– Combat Support
CV/CVB	– Carrier Naval Unit
CW	– Chemical Weapons
DRM	– Die Roll Modifier
DS	– Defense Strength
ER	– Efficiency Rating
GSR	– Game Specific Rules
GT	– Game Turn
LI	– Light Infantry
MA	– Movement Allowance
RP	– Replacement Point
SAG	– Surface Action Group Naval Unit
SOP	– Sequence of Play
SP	– Stacking Point
TEC	– Terrain Effects Chart
VP	– Victory Point
ZOC/EZOC	– (Enemy) Zone of Control

2.0 Components

Each *Next War* game's Game Specific Rules manual will list the components for the game.

2.1 Maps

Each game comes with maps depicting the specific conflict. See the Game Specific Rules (GSR) for more information.

2.2 Counters

Each game's 9/16" counters represent combat units, aircraft, and naval units. A variety of game markers are also included. Units have been color-coded by nationality as described in the GSR. Refer to the Unit Type Identification chart (p.39 or the play aid) to read the counters.

Design Note: While HQs, Artillery, and Air units are included in the game, they are neither set up nor used in the Standard Game.

Ground Unit Sizes: Each ground unit has its unit size marked directly above its unit type box. Unit sizes are as follows:

II	Battalion	III	Regiment
X	Brigade	XX	Division
XXX	Corps	XXXX	Army

2.3 Explanation of Ground Unit Values

2.3.1 Attack Strength

The combat strength that a unit uses when attacking in ground combat.

2.3.2 Defense Strength (DS)

The combat strength that a unit uses when defending in ground combat.

2.3.2.1 Parenthesized DS: A unit with its DS in parentheses may use this in defense only if it defends alone or with other such units.

2.3.3 Efficiency Rating (ER)

The unit's morale, training, doctrine, cohesion, and ancillary weapons systems. It is used to determine possible column shifts in combat. It is also used for ER Checks for several purposes. When making a check, roll one die [2.6]. If the die roll is equal to or less than the ER, the unit passes, else it fails. Units with a rating of 6 or more are considered Elite. Various game effects can reduce a unit's ER, but it can never be reduced below 1.

2.3.4 Unit/Formation ID

Each unit has an organizational designation (Battalion, Brigade, or Division) and parent formation ID (Corps or Division). This is shown in the form unit/parent (e.g., 1/101 is 1st Brigade, 101st Division; 1/VIII is 1st Division, VIII Corps) in the upper left corner. The unit type symbol is also color-coded to show the unit's parent formation.

2.3.5 Movement Allowance

The maximum number of Movement Points (MPs) which a unit can expend during any one friendly Movement Segment.

2.3.6 Setup Hex/Area

The location of the unit at the start of most scenarios or its reinforcement (italicized) code, entry hex, city, or country.

2.3.7 Stacking Value

The amount of space a unit occupies in a hex.

2.4 Explanation of Air and Naval Unit Values

2.4.1 Airmobile Transport Capacity

A Naval Unit's intrinsic airmobile transport capacity in SPs.

2.4.2 Combat Support (CS) Rating

The ability of an Attack Helicopter or Naval Unit to support friendly units involved in ground combat. It provides a negative Die Roll Modifier (DRM) when attacking and a positive DRM when defending.

2.4.3 Range

The effective range at which an Attack Helicopter or Naval Unit can perform CS Missions. Also represents the range of movement for helicopters.

2.4.4 Transport Capacity

The SPs of Marine troops that an Amphibious Naval Unit (AMPH) can carry in an All-Sea hex.

2.5 Charts and Tables

The player-aid cards and maps include all the charts and tables necessary for play. Players should position the various player aid cards on the table near the game map for easy reference while conducting various game functions.

2.6 The Die

The included 10-sided die is used to resolve combat and other game mechanisms. All rolls of "0" are read as zero, not ten.

2.7 Game Scale

The map scale is 7.5 miles (12 km) per hex. Unit scale is generally divisions and brigades, although battalions and regiments are used to represent some units. Each game turn represents roughly 3.5 days.

3.0 Standard Sequence of Play

The game is played in a series of Game Turns (GTs).

Current
Phase

Each GT is divided into specific Phases, in which players perform actions in a certain order. During "Initiative Turns," players complete all Phases in the order below. During "Contested Turns," the turn consists of all Phases except the Initiative Movement and Combat Phase, which is skipped. The SOP consists of the following Phases.

Weather

Initiative/Air/Naval

Initiative Movement and Combat (*Initiative Turn Only*)

Basic Movement and Combat

Reorganization

Reinforcement and Replacement

Victory Determination

Game Record

Design Note: A fully expanded SOP is on the back of this rule booklet and provided as a player-aid card.

4.0 Weather

Current
Weather

The weather on GT1 is always the Initiative [5.0] player's choice.

During the Weather Phase of each following GT, the Initiative/First Player rolls one die and refers to the Weather Table to set the Weather for that GT. Use the Weather Track on the map to indicate the current GT's Weather.

4.1 Weather Effects

In all cases, when halving or quartering, round up.

4.1.1 Clear

- No effects.

4.1.2 Overcast

- Halve the Airmobile Points (Am Pts) available to each side for the turn.
- A side indicated as having Limited All-Weather capability (see GSR) has its Air Points (APs) halved. A side indicated as having No All-Weather capability has its APs quartered.
- All attack helicopters may perform only a single mission this GT.

4.1.3 Storm

- No Air, Airmobile, or Sea Movement or Transport is allowed this GT.
- A side indicated as having Limited All-Weather capability has its APs quartered. A side indicated as having No All-Weather capability receives no APs.
- All ground movement uses the "Storm" column on the Terrain Effects Chart (TEC) to determine movement costs.
- Units may only Advance After Combat into the hex that the defender vacated.
- Reinforcements may be affected. See the GSR.
- All Naval Units must be moved to a friendly Port or a friendly Sea Zone.
- Attack Helicopters may not perform missions.
Exception: They may Rebase.
- Reduces the number of Electronic Detections [21.3] in the Advanced Game.

5.0 Initiative



Game Turns will be one of two types: Initiative Turns or Contested Turns.

During the Initiative/Air/Naval Phase of each GT, the players determine which side, if either, will have the “Initiative.” The player with the Initiative will move first in each Movement and Combat Phase and will be allowed Exploitation Movement and Combat. The non-Initiative player will be allowed Elite Reaction Movement as well as Reaction Movement and Combat.

When neither side has the “Initiative,” play the turn as a “Contested” Turn. In a Contested Turn, the player who last had the Initiative will move and fight first and is known as the First Player.

5.1 Initiative Determination

Each scenario’s rules dictate which side has the Initiative at the start of the game and for how long they will automatically hold it. For that designated number of turns, all turns are played as Initiative Turns. After those turns, during the Initiative/Air/Naval Phase of each GT, the players examine their performance during the preceding GT to determine whether one side or the other has earned the Initiative or if a Contested Turn will be played instead. The performance conditions and the type of turn that results are listed below:

5.1.1 Preceding Turn Was an Initiative Turn



Some scenarios list a number of “Initiative Victory Points (VPs).” [12.1] This number is the basis for determining which side has the Initiative each turn.

Use the marker provided to indicate the required VPs on the Game Information Display.

Players measure their performance in VPs gained in the previous turn to determine Initiative for the current turn. If one of the players gained the number of VPs required by the scenario for Initiative, but the other player did not, then the player who gained the requisite VPs becomes the “Initiative Player” for the current game turn.

If neither or both achieved the number of VPs necessary for Initiative in the previous GT, then neither player has the Initiative, and the current turn will be played as a Contested Turn.

5.1.2 Preceding Turn Was a Contested Turn

Both players’ VPs in the previous turn are examined. Whichever side scored the greater number of VPs becomes the new Initiative player and a new Initiative GT commences. If the number of VPs scored was equal, then another Contested Turn commences.

Design Note: This mechanism portrays the ebb and flow of combat operations, as the side with the Initiative pushes, exploits, and presses the advantage of momentum until running out of steam. If constant momentum cannot be maintained, a short lull occurs as both sides rush to resupply, reinforce, and strike to gain the Initiative. Alternatively (and less often), the non-Initiative side might wrest the Initiative away by spectacular gains that radically reverse the momentum of battle.

6.0 Air Power

Design Note: In any future war, each side will depend heavily upon air power for combat support. Most forces facing the Western Allies will be prepared to strike swiftly at the war’s onset to provide vital assistance to the assault spearheads. Though it’s virtually certain that these forces will undergo heavy attrition and most likely be entirely destroyed within a few weeks of combat, the added impetus it will give in the early days could be a deciding factor in the war’s outcome.

The Allied side will, generally, have an initial deficit in both combat aircraft and (in most scenarios, due to a certain level of surprise) mission sortie generation. The ability of the Allies to reinforce quickly, however, will shift the balance of air power dramatically within several weeks from the onset of the conflict. Assuming the enemy spearhead has been blunted by then, Allied planners generally believe that this mass of air power will prove decisive.

6.1 Air Points



Each side refers to the current game turn column on the Standard Game Air Point Chart and rolls a die. Weather conditions, Airbase control, permanent losses, and the presence of carriers may modify the die roll. The side’s modified die roll indicates how many Air Points it receives that GT. Air Points are added or subtracted prior to modifying for weather.

6.2 Allocation

Air Points may be allocated to Ground Combat Support or Escort Missions. Once expended, the player reduces his AP marker on the Game Record Track. Any unused points at the end of the turn are lost. Air Points allocated to missions may be subject to Air Defense Fire (ADF).

6.2.1 Combat Support (CS) Missions

During any ground combat resolution, each side may allocate Air Points to Combat Support (CS). The attacker allocates first, up to four, followed by the defender who may allocate up to two. Each point which survives ADF modifies the die roll by one in favor of the allocating player. Add the defender’s Combat Support to the attacker’s. The net result may not exceed +/-6.

6.2.2 Escort Missions

A player may allocate one or two Air Points to escort any Air-mobile or Air Transport, Paratroop, or Rebasing mission. This escort provides a favorable DRM against ADF. The escort point(s) cannot be attacked by ADF. The unit being escorted, however, receives a +1 DRM per Air Point escorting.

Combat Support missions cannot be escorted.

6.3 Air Point Destruction



Air Points can be permanently destroyed for various reasons.

Destroyed Air Points are subtracted from each subsequent turn’s Air Point total. Each player tracks permanently lost Air Points with the included marker.

When comparing Air Points during Air Superiority (AS) determination [6.4], a player never uses a value of zero or below for their Air Point value; use a minimum value of one instead.

6.3.1 Loss of Airbase



When a player successfully takes Control [8.4] of an Airbase (but not Airfield) hex in the enemy country roll one die. On a roll of “0-2,” an enemy Air Point is permanently destroyed. On a roll of “3-9,” no Air Points are lost.

6.3.2 Loss from ADF

Air Points may likewise be permanently destroyed by ADF. Whenever a player attempting Combat Support receives an asterisk (*) result on the ADF Table, that player permanently loses one Air Point in addition to the other printed result.

6.4 Air Superiority



Each GT, during the Initiative/Air/Naval Phase, players determine the Air Superiority Level for the turn. To do so, players compare the Air Points they have received for the current GT. Players then refer to the on-map table to determine the AS Level for the game turn. This AS Level affects each side's ADF rolls throughout the turn.

Players should place the AS marker on the appropriate space on the AS Track to reflect the current turn's AS Level. If Contested, simply place the marker in the Contested space.

Example: It's GT1 of a scenario, the Allied player rolls a “4” and cross-references that to see that he receives 7 APs. The non-Allied player rolls a “6” and receives 3 APs. Comparing these to the chart, we find that the Allied player has earned “Advantage” for having 4-7 more Air Points.

6.5 Helicopters

Design Note: Modern attack helicopters such as the AH-64 Apache and the Soviet-built Mi-24 Hind are flexible, fearsome weapons on the modern battlefield and have become an integral part of every nation's arsenal and battle plan. As such, they are modeled explicitly in this game rather than abstracted into the point system.

6.5.1 Basing

Attack Helicopters may base at any Airbase or Airfield. In addition, they may base in any Urban or City hex which does not contain an Airbase/Airfield. Helicopters always begin and end a mission on their current base hex unless they are Rebasing.

6.5.1.1 Basing Limits: Each Airfield, City, or Urban hex can base one Helicopter unit. Each Airbase can base up to three Helicopter units. USMC Attack Helicopters can base on AMPHs [6.5.5].

6.5.1.2 Rebasing: A Helicopter unit may Rebase during a Friendly Movement Segment by moving up to twice its printed Range. A unit that rebases cannot have performed any other mission [6.5.2] during the game turn and, once Rebased, is finished for the turn.

Exception: If an enemy ground unit takes Control of the hex, the Helicopter may Rebase regardless of how many missions it has conducted or the current Weather conditions; however, it must undergo ADF [6.6]. Units may over-stack if Rebasing in this manner, but they must Rebase

again in the next GT. If the unit cannot reach a new Airfield/Airbase, it is eliminated instead.

Design Note: This reflects the time necessary to move aviation support machinery and personnel.

Rotate the Attack Helicopter 180°, as mentioned below, to indicate that it may conduct no further missions for the current turn.

6.5.2 Limits on Use

Attack Helicopters may perform two missions per GT, but not more than one in any segment. Rotate the helicopter 90° in its basing hex after each mission. An Attack Helicopter that is rotated 180° is not eligible to perform a mission. During the Reorganization Phase of each game turn, rotate all Attack Helicopters back to their normal orientation.

6.5.3 Combat Support Missions

Both sides may use Helicopters to perform Combat Support Missions (with the same effects as Air Points [6.1]) for any single combat by designating, rotating, and tracing a path of hexes which is within range from the Attack Helicopter to the defending hex.

During combat resolution, the attacker may allocate up to two helicopters followed by the defender who may allocate one. If the Helicopters survive ADF [6.6], they provide favorable DRMs equal to their Combat Support Value.

Play Note: You don't actually have to move the unit to the hex, just point, allocate, rotate, and roll!

6.5.4 Damage and Repair

When an enemy takes Control of a hex where helicopters are based, the player taking control rolls one die per enemy Helicopter unit at the Airbase or Airfield. See the Loss of Airbase/Airfield chart.

Helicopters cannot regain lost steps or be reconstituted once destroyed. They may not be attacked in ground combat.

6.5.5 U.S. Marine Corps Helicopters

USMC Attack Helicopters function as other Attack Helicopters except that they may be based at sea. Marine Helicopters may base with a friendly Amphibious Naval Unit (AMPH). Should the AMPH move, the Helicopter unit automatically moves with it (without being considered as having flown a mission). Marine Attack Helicopters may only perform missions when the AMPH unit is located in an All-Sea hex or Port (i.e., not while in the At Sea or Inshore Boxes).

No more than one Marine Helicopter may be based on a single AMPH unit. A Marine Helicopter may Rebase to an eligible hex [6.5.1] in the same manner as other Attack Helicopters.

6.5.6 Helicopters and Sea Transport

In some cases, a player may wish to use Sea Transport to move an Attack Helicopter from a Port in a Holding Box to an Airbase/Airfield/Urban/City hex on the map. For this purpose, Helicopters are considered to be ½ a Stacking Point. Move the Helicopter from the Port to any eligible hex [6.5.1]. It may not have conducted any missions that GT, and is marked as finished [6.5.2] for the turn after moving in this manner.

6.6 Air Defense Fire (ADF)

Players may use ADF once against each enemy air mission. For purposes of ADF, a mission is defined as:

- All Air Points allocated to a Combat Support. [6.2.1]
- Each individual Attack Helicopter allocated to a Combat Support [6.2.1] or Rebasing [6.5.1].
- Each stack that is using Air Transport [8.5.2] or Airmobile Movement [8.5.4] or Airborne Movement [8.5.3] which begins and ends its movement together.

Any unit that begins Airmobile Movement in an enemy country or an EZOC [8.2] undergoes an additional ADF in its origination hex before it is allowed to move.

Exception: When the Air Superiority Level [6.4] is in a player's favor or Contested, air missions are **immune** to ADF as long as that player's **entire mission** is conducted within that player's home or allied country and neither the origination nor destination hex is in or adjacent to a hex containing an enemy ground unit.

Play Note: If an Air or Airmobile stack begins together but ends in different hexes, then they are considered separate missions. If ADF destroys an Airmobile Point being used to transport two units, the second unit may still continue its mission (but the Airmobile Point is still considered destroyed).

6.6.1 Resolving ADF

The player using ADF locates the column on the ADF Table that represents the current Air Superiority Level, rolls one die, and reads down that column to find the result.

Results on the ADF Table vary depending upon the type of mission. Players should keep in mind that varying DRMs may apply with all results indicated below applied immediately.

6.6.1.1 Results:

–	indicates “No effect.”
Abort	indicates that the moving unit must return to the hex from which it began and may not move again for the remainder of the Movement Segment. Aborted Airmobile Points are considered spent. Abort has no effect on Combat Support Missions.
(–x)	indicates the number of Combat Support Points that are expended and unable to participate in Combat Support (any remaining Air Points may be used for Combat Support, however). This has no effect on Transport/Airmobile/Paradrop Missions.
*	included in the result signifies that, in addition to the designated result, air assets are <i>permanently</i> lost. For Transport Missions, the transported ground unit must absorb a single step loss. Furthermore, if an Airmobile Point is providing the transport capability, one such point is permanently lost. For Combat Support Missions, either a single Air Point is permanently lost or an Attack Helicopter loses a step—depending on the target of the ADF (remember, Air Points and Attack Helicopters are attacked separately by ADF).

Example #1: A (–1) result versus four Air Points causes one Air Point not to make it through to the target. The other three points, however, succeed in supporting the combat for a +/–3 DRM.

Example #2: A (–1) result versus a full-strength U.S. (2/16) Attack Helicopter allows only one of its Combat Support Points to affect the ensuing combat with a +/–1 DRM.

Keep in mind that any loss in Airmobile/Air Points is a permanent loss and is recorded on the Game Record Track.

7.0 Sea Control and Naval Rules

Design Note: The U.S., in particular, is heavily dependent upon sea power to project force in many areas of the world. While most nations do not possess the same capabilities, every coastal nation has some level of sea power projection capability in each of the major areas concerning naval operations: beach, littoral, and deep water.

In game terms, we have greatly simplified and abstracted this sea battle. The only essential information to determine from the sea battle is “Can you move troops and supplies to and from ports and beachheads?” Thus, we’ve opted for sea control die rolls to determine control.

7.1 Sea Zone Boxes

Sea Zones generally contain two boxes, an At Sea and an Inshore Box. Where there is no At Sea Box, the Sea Zone itself serves as the At Sea Box. The status of each Box is determined separately and affects certain game actions and capabilities of naval units.

7.2 Control

Players roll the die on Clear and Overcast turns during the Initiative/Air/Naval Phase to determine who controls the respective At Sea and Inshore Boxes.

In general, the Initiative/First Player [5.0] rolls a die for each Inshore Box unless the At Sea Box is Contested. Otherwise, roll for each Inshore Box which is either Contested or controlled by a player different than the one who controls the associated At Sea Box.

Then, the player rolls for control of certain At Sea Boxes as outlined in the GSR. Using any applicable modifiers, cross-reference the results on the Sea Control Table.

Use the appropriate marker to denote control. The absence of a marker denotes a Contested area.

Control of an Inshore Box also indicates control of All-Sea hexes associated with it.

7.2.1 Retreat

When control of an At Sea or Inshore Box changes, enemy units in the Box (or an associated All-Sea hex of the Inshore Box) must “retreat.” From an At Sea Box, they may retreat to the connected Inshore Box or other At Sea Box if friendly. If in an Inshore box or All-Sea hex, they must retreat to a friendly Port in the associated Sea Zone. Units which cannot retreat are removed from play. Retreats do not require Contested Sea Movement rolls. [8.5.6.4.1]

7.2.2 Naval Unit Effects on Sea Control

Friendly and enemy Naval Units provide a DRM for both the At Sea Box and its associated Inshore Box regardless of which location they occupy.

Example: A U.S. CVN and SAG in the Taiwan Straits Inshore Box provide a +2 and +1 DRM respectively for a roll on either the Inshore Box or the Taiwan Straits At Sea Box.

7.3 Naval Units

7.3.1 Naval Unit Combat Support

Naval Units possess a combat value and range for providing Combat Support [9.6.1]. They may provide support once per Combat Segment as long as there are no adjacent enemy Naval Units.

7.3.2 Amphibious Units

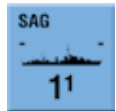


These units provide three functions: troop movement for Amphibious Assault [8.5.8], Combat Support, and Marine Airmobile Movement [8.5.5].

7.3.2.1 AMPH Conversion: Some AMPHs show a SAG [7.3.3] unit on the reverse side. These may, during any Friendly Movement Segment in which no units are embarked, flip to their SAG side. Once flipped, they may never return to their AMPH side.

Design Note: This represents the actual amphibious ships returning to port once their mission is done and the remaining escorts forming up and returning to duty to contest the sea lanes.

7.3.3 Surface Action Group (SAG)



Surface Action Groups exist to provide Combat Support and assist in establishing Sea Control.

7.3.4 Aircraft Carriers and Carrier Air Wings



In the Standard Game, Aircraft Carrier Battle Groups provide three functions:

1. Each CV/CVN provides Combat Support in the same manner as AMPHs and SAGs (representing units of the screen breaking off to perform shore bombardment).
2. Each CV/CVN that is in a friendly-controlled Inshore Box or All-Sea hex during the Initiative/Air/Naval Phase adds Air Points (+2 if U.S./+1 otherwise) to the Air Point total.
3. Each U.S. CVN in an At Sea Box or a Contested Inshore Box provides +1 Air Point.

The above may be modified by Game Specific Rules.

7.3.5 Naval Unit Losses

All Naval Units are immune from losses.

7.3.6 Naval Unit Stacking

Any number of Naval Units of either side may be located in an At Sea or Inshore Box or Port. Only one Naval Unit may be located in each All-Sea hex.

7.4 Submarine Threat and Anti-Submarine Warfare (ASW) Levels

Design Note: Due to the obviously naval nature of a conflict in and around Taiwan, the Naval rules needed to be expanded. We have chosen to model the naval fight in several ways. The Submarine Threat, ASW Level, and Mine rules below are for use in both the Standard and Advanced Games. The Advanced Naval rules allow players to launch air and cruise missile strikes against naval units for use in the Advanced Game. It's still abstract, but we believe that it represents a happy medium of detail vs. effect.

7.4.1 Submarine Threat Level



The Submarine Threat Level represents the player's submarines and their impact on the Naval and Sea Transport Movement of their opponent as well as Control attempts. The level may never go below "0" or exceed the maximum on the track.

7.4.2 ASW Level



The Anti-Submarine Warfare (ASW) Level represents the capabilities of the player's ASW assets in counteracting the Submarine Threat Level and assisting in Naval and Sea Transport Movement as well as Control attempts. The Level may never go below "0" or exceed the maximum on the track.

Design Note: In general, the non-Allied player will have a Submarine Threat Level and the Allied player will have an ASW Level.

7.4.3 Changing the Levels

The following events will alter both the Submarine Threat and ASW Levels as indicated during the appropriate step in the SOP. All effects are cumulative.

- +1 each time a friendly Naval Unit arrives as a Reinforcement.
- -1 each time a friendly Naval Unit is forced to retreat from an At Sea or Inshore Box [Standard Game] or receives an "X" result [Advanced Game].
- -1 each time an originally controlled, friendly Port incurs a Destroyed result [Advanced Game].
- +1 each time an originally controlled, friendly Port is fully repaired [Advanced Game].

7.4.3.1 Changing the Submarine Threat Level: Once the Level reaches "0," it will no longer increase.

7.4.3.2 Changing the ASW Level: Even if the Level reaches "0," it can still increase again.

7.5 Naval Mine Warfare



Mines are a form of area denial weapon used to deter naval assets from using Ports and/or invading Beaches. The number of Mine Markers in the counter mix is the absolute limit which may be placed at any one time. Mine Markers contain a number representing a measure of the effectiveness of their belt.

7.5.1 Mine Laying

Mine Laying is conducted using multiple methods. Mine Markers exist in two Density Levels, “1” and “2.” No more than one marker may be placed per hex, but a Density “1” marker may be increased to a Density “2.” Mine markers may be placed in any All-Sea hex or coastal hex containing a Port [8.3.1.9] or a Beach [8.3.1.7] by one of the following methods:

7.5.1.1 Naval Unit Mine Laying: Instead of moving, a Naval Unit may place a single Density “2” Mine Marker in its own or an adjacent hex during any eligible Movement Phase. The Naval Unit which laid the mines may freely exit the Mine Marker Area of Effect [7.5.2] without making a Contested Sea Movement roll [8.5.6.4.1].

7.5.1.2 Submarine Mine Laying: A player may voluntarily subtract one from his Submarine Threat Level in order to place a Density “1” Mine Marker in any eligible hex during any Movement Phase. The player may not place the marker if it would reduce the Submarine Threat Level below one.

7.5.2 Mine Clearing

Enemy Mine Markers may be cleared during the Mine Clearance Step of the Air/Naval Phase if the associated Inshore Box is friendly-controlled. Each player may attempt to clear up to two Mine Markers during the Mine Clearance Step. Roll separately for each attempt. On a roll of 0-3, reduce the Mine Marker Density by one, i.e., from two to one or remove a one; if removed, it is removed from the game. Modify the die roll by “-2” if a friendly Naval Unit is present in the Area of Effect.

7.5.3 Mine Marker Area of Effect

Mine Markers primarily affect movement. When placed in an All-Sea hex, they affect only that hex. When placed in a coastal hex they affect that hex and all adjacent All-Sea hexes. Mine Markers modify the Contested Sea Movement [8.5.6.4.1] die roll if a Naval Unit or unit using Sea Transport attempts to enter or leave an Area of Effect. Make a single roll when moving from one hex to another within the same Area of Effect. Overlapping Areas of Effect are not cumulative, and are considered, where they overlap, to be the same Area of Effect.

8.0 Movement

Each player has opportunities to move his combat units during each Movement and Combat Phase.

8.1 Stacking

Stacking Points (SPs) are used to determine how many units can stack together in one hex. The following units do not possess any SPs and consequently have no effect on the stacking of ground units during play:

- Attack Helicopters (Helicopters have their own basing rules).
- Naval Units (Naval Units have their own stacking rules).
- Beachhead markers.
- All Game Markers.

8.1.1 Stacking Limits

8.1.1.1 Ground Unit Stacking: In most terrain types, players may not stack more than four SPs per hex without a penalty. Players may not stack more than three SPs in a Mountain/High Mountain hex without a penalty.

***Exception:** As long as no other units are present, any number of the units of a divisional [2.2] Formation (brigades, regiments or battalions with the same higher Formation designation [2.3.4]) can always stack in the same non-Mountain/High Mountain hex without penalty.*

Design Note: Although this rule references units with same “higher Formation designation”, it is meant to be read in its entirety. That is, only a divisional (i.e., the HQ has a size of “XX”) Formation, which is made up of brigades, regiments, and/or battalions, all having the same higher Formation designation are eligible to stack under this rule. In addition, they suffer no penalties for doing so since they are, by rule, not over-stacked.

Units may voluntarily violate stacking limits during and after movement; however, no road movement is allowed through a fully- or over-stacked hex. This applies only if the hex was already fully- or over-stacked before the moving unit/stack enters the hex.

At the completion of movement, stacks in excess of the limit incur adverse effects as follows:

- The ER [2.3.3] of all units in the over-stacked hex is reduced by one for each SP in excess of the limit.
- Only four SPs (three in Mountain/High Mountain) of units may attack from or defend in a hex; excess SPs are ignored. A player may not split a unit’s SPs.

***Example:** Two 2-SP units are in a Mountain hex. Only 3 SPs can attack or defend, so only one unit can be used.*

- Combat losses must be taken from the attacking/defending units; however, all units in a defending hex are affected by a retreat result.
- Exiting a hex which began a Movement Segment over-stacked costs an additional MP.

8.1.1.2 Mixed Nationality Stacking: Game Specific Rules will generally have rules covering the effects of stacking multiple nationalities in a single hex.

8.1.2 Examining Enemy Stacks

Players may freely examine enemy stacks at any time during play.

8.2 Zones of Control (ZOC)

Certain units/stacks project Zones of Control based on their stacking value. A ZOC exists in the hex occupied by a unit/stack and in each of the six hexes surrounding it with some exceptions. A ZOC affects enemy units for purposes of movement and retreat but not for advance after combat.

8.2.1 ZOC Requirements

A unit always has a ZOC in its own hex. ZOCs are projected into surrounding hexes by a single unit or stack of units in a single hex which contains at least two Stacking Points and an attack strength of at least one.

Marine units stacked with an AMPH in an All-Sea hex do not exert a ZOC into any adjacent land hex. Air and Naval Units exert no ZOC.

8.2.2 ZOC Effects

- Units may never enter a hex containing an enemy ground unit.
Exception: Units using Airmobile Movement may overfly an enemy-occupied hex.
- A moving ground unit must end its movement for the segment when it enters an Enemy Zone of Control (EZOC).
- Units that retreat through an EZOC may take an additional step loss. [9.8.5]
- A unit may not end its retreat in an EZOC unless that hex contains non-retreating friendly units. [9.8.3]
- It costs an additional Movement Point to enter an EZOC hex which has no friendly units present (including Airmobile Movement if landing in that hex).
- It costs an additional Movement Point to exit an EZOC (including Airmobile Movement if beginning movement in the hex) if doing so leaves no friendly units in the hex.
- If allowed by the segment, a unit which begins its Movement Phase in an EZOC may move directly to another EZOC by expending ALL of its Movement Points.

8.2.3 Extent of ZOCs

ZOCs extend into all types of terrain except Mountain/High Mountain (even if traversed by a highway or road) or Urban hexes. ZOCs do not extend across rivers or all-water hexsides (including across ferries, reservoirs, or bridged hexsides).

Additionally, ZOCs do not extend into hexes which start any scenario under enemy control until after the first Movement Segment of GT1 is complete.

Units under a Clearing Marker [8.4.1] have no ZOC.

8.2.4 Light Infantry and ZOCs



Ground units with a Yellow Mobility Class are considered Light Infantry (LI). LI units enjoy the following advantages with respect to EZOCs when such ZOCs are not projected into Flat or Flat Woods terrain:

- LI ignore EZOCs when moving during a friendly Movement

Segment (but not when retreating or beginning or ending airmobile transport).

- LI do not have to stop when entering EZOCs.
- LI do not pay extra movement points to enter or leave EZOCs.
- LI may move from EZOC to EZOC freely (as long as they have sufficient movement points remaining).
- LI are free to move during the Exploitation Movement Segment even when beginning the segment in a EZOC.

Note: An LI unit cannot ignore EZOCs as above if it elects to use Road movement in or out of the EZOC.

8.3 Terrain

It costs a moving unit a certain number of Movement Points (MPs) to enter each new hex during a friendly Movement Segment. This cost is dependent on the type of terrain in the hex to be entered, the Mobility Class of the unit entering the hex, and the weather. The Terrain Effects Chart lists the MP cost for all units into each type of hex.

8.3.1 Terrain Features

See Terrain Effects Chart (TEC) for movement and combat details.

8.3.1.1 Rivers: Rivers run along the sides of hexes. There are two general classifications of rivers: Major and Minor (Minor also includes canals). Units pay additional MPs to cross hexsides that contain Minor rivers. Some games do not include both kinds of river classifications. When not otherwise specified in the GSR, all rivers are considered Minor.

8.3.1.1.1 Bridges: Where roads/highways cross a river hexside, a Bridge is assumed to exist. Bridges negate the additional MPs for crossing river hexsides. Major rivers may only be crossed where a Bridge exists.

8.3.1.2 Installations: Installations are hexes that contain Airbases and/or Ports as well as any additional hexes defined as such in the GSR. Enemy Installation hexes may only be controlled after a player conducts a successful Clearing Operation [8.4.1]. Installations may be Bypassed [8.5.1.1]. Some Installations may be designated as Hardened [23.4.3] by the GSR.

8.3.1.3 Airbases: Airbases are marked by an aircraft symbol in a black circle. Hardened Airbases use a blue aircraft symbol and only appear in some games. Airbases are Installations.

8.3.1.4 Airfields: Airfields are marked by an aircraft symbol in a gray circle. Airfields are not considered Installations.

8.3.1.5 Cities and Urban Hexes: Enemy city and urban hexes cannot be controlled unless a successful Clearing Operation [8.4.1] is conducted. Cities, but not Urban hexes, may be Bypassed [8.5.1.1].

8.3.1.6 Towns: Towns are marked as small circle on the map.

8.3.1.7 Beaches: All coastal (i.e., adjacent to an All-Sea hex) Flat or Flat Woods hexes are beach hexes. These hexes are the only hexes that can be targeted for Amphibious Assaults [8.5.8]. GSRs may restrict or expand the definition of Beaches.

8.3.1.8 Ferries: Each ferry connects two hexes separated by an all-water hexside. Ferries may only be used by units friendly to the country in which the ferry is located. Ground units may use

a ferry to cross the all-water hexside as if it were a river hexside, paying the appropriate movement cost.

Ground units may never attack across a ferry, nor do they project a ZOC [8.2] across a ferry hexside. The all-water hexside prohibits combat.

When an enemy unit occupies either hex of a ferry, the ferry is considered permanently destroyed. Mark it with a “Destroyed” marker from the counter-mix.

8.3.1.9 Ports: A special blue Port symbol is printed on the map to indicate all Port locations on the map. Ports have a capacity to unload two SPs [2.3.7] of units in a single turn. Some Ports have a larger capacity, and this will be specified either in the GSR, on the map (the Port will have a number near it), or both.

8.3.1.10 Fortifications: Fortifications, marked as a colored circle with radiating spokes, represent continuous defensive works and preparations. Such hexes contain a colored (indicating original control) Fortification symbol. Enemy Fortifications deny road movement through their hexes as well as a second hex of advance after combat [9.9]. A hex loses its Fortification status once it is controlled by the enemy. Use a Control marker to indicate this status.

Game Specific Rules may alter the effects caused by Fortifications.

Play Note: *As a practical matter, players may simply agree that once the front has obviously moved past the fortification line at the end of a GT they can be considered captured and the engineers are doing their jobs in removing obstacles, etc.*

8.3.2 The Road Net

Roads are superimposed on the map grid to represent major transportation systems of the area in play. There are three types of Roads [see TEC]:

- Highways.
- Primary Roads.
- Secondary Roads.

Units that move from a hex to an adjacent hex connected by a road hexside ignore the normal terrain costs for that hex and pay the road movement cost instead.

Exception: *Road movement may not be used to enter or pass through an enemy Fortification hex [8.3.1.10] nor a fully- or over-stacked hex [8.1.1.1].*

8.3.3 Prohibited Terrain

Armor/Mechanized/Motorized units may not enter Mountain/High Mountain hexes unless they are using road movement. Note that they may still enter enemy Fortification hexes in those hexes using their full Movement Allowance so long as a road exists.

Except when using Sea Transport, Ferries, or (for Marine units) Amphibious Assault, ground units may not enter an all-water hex or cross an all-water, non-river hexside.

Exception: *Units using Airmobile Movement may enter or cross any type of hex, but may not end their movement in an all-water hex.*

Play Note: *It is important to note the difference between rivers (narrow, along the hex spines) and all-water hexsides (including bays, estuaries, and mouths of rivers).*

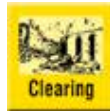
8.4 Controlling Hexes



Control markers are included in the counter-mix. Some hexes such as Urban, City, Installation [8.3.1.2] and others as designated by Game Specific Rules require Clearing Operations [8.4.1] to Control. When indicated in the SoP, friendly control markers are placed on any hexes that did not require clearing markers and that contain Fortifications, Towns, or Airfields that the player was the last to occupy/enter that turn.

Design Note: *The intent of this is that hex control doesn't occur until the end of the turn. The primary effect is that enemy Fortifications retain their full effects until control changes.*

8.4.1 Clearing Operations



A friendly unit/stack may move or advance after combat into an enemy-controlled Installation [8.3.1.2], City, or Urban hex. The unit/stack is then placed under a randomly drawn Clearing marker and must undertake a Clearing Operation during the Reorganization Phase. Do not reveal the marker until the Reorganization Phase.

One Clearing Operation die roll is made for all units under the marker. To resolve a Clearing Operation, the affected player chooses a lead unit for the operation.

8.4.1.1 Clearing Operations DRMs: Use the following DRMs when conducting Clearing Operations. Note that Game Specific Rules may require additional DRMs:

- 1. Efficiency Rating:** Subtract the Clearing Number on the marker from the lead unit's ER and add the difference as a DRM, i.e., if the ER is higher than the Clearing Number, then the DRM is positive; if the ER is lower, then it is a negative DRM.
- 2. Minimum Safe Stacking Points (MSSP):** If the unit/stack does not have at least as many stacking points as specified for the type of hex [see Clearing Operations table], use the difference as a negative DRM. Use only the highest MSSP which applies.
- 3. Additional Installations:** When an Urban/City hex contains Installations or an Installation hex contains additional Installations, the Clearing Operation die roll is modified by “-1” per additional Installation in the hex.
Example: *An Urban hex with an Airbase incurs a -1 DRM. An Airbase with a Port incurs a -1 DRM.*
- 4. Special Assault:** An Airmobile and/or Amphibiously Assaulting and/or Airborne/Paradropping unit/stack which attempts a Clearing Operation in the turn immediately after landing incurs an additional “-1” modifier.
- 5. Combined Arms:** If a stack of units conducting a Clearing Operation contains a Mechanized Infantry unit or both a Leg and an Armor unit, apply a “+1” DRM.

8.4.1.2 Clearing Operations Resolution: Roll one die, modifying the die roll for any applicable DRMs. If the roll is equal to or greater than the Clearing Number, the Clearing Operation is successful and control of the hex is passed to the Clearing player.

If a Clearing Operation fails and the MSSPs were not present, the Clearing player takes a step loss from his lead unit. If the Clearing Operation fails and the MSSPs were present, the units and marker remain in the hex.

8.4.1.3 Leaving a Clearing Marker: Units under a Clearing Marker may withdraw from the hex by using their entire Movement Allowance as long as the withdrawing units do not enter a hex in an EZOC.

The marker may only be removed if all the units, as above, leave the hex, all units under the marker are eliminated, or they successfully conduct the Operation. A new marker may not be placed in the same turn one was removed due to voluntarily leaving the hex.

8.4.1.4 Reinforcing Clearing Operations: Additional units may be moved under a Clearing marker.

8.4.1.5 Clearing Markers and Combat: No unit under a Clearing marker may participate in an attack; it may defend itself normally, but receives no combat benefits for any City, Installation or Urban terrain as it hasn't yet captured the hex. Combat in an Urban hex is still resolved on the Urban row.

8.4.1.6 Recapturing Urban, City, or Installation Hexes: Friendly units never need to conduct a Clearing Operation for entering a hex in their own or allied country, even if an enemy Control marker is situated in the hex (i.e., the enemy captured the hex earlier by passing a Clearing Operation roll). Furthermore, once a friendly unit recaptures and Controls an Urban, City, or Installation hex in its own or allied country, it removes the enemy control marker. Thus, if the enemy tries to re-enter the hex, they must initiate a new Clearing Operation. Note that hex control doesn't change until the appropriate step in the Reorganization Phase.

8.4.2 Captured Airfields/Airbases

A side can use a captured Airfield/Airbase as if it were its own for any eligible purpose.

8.4.3 Captured Ports

A side can use a captured Port for all purposes.

8.5 Movement Types

There are several ways units may move, including Ground Movement, Air Transport, Airborne Movement (Paradrop), Airmobile Movement, Sea Transport, and Amphibious Assault.

8.5.1 Ground Movement

Using Ground Movement, ground units move individually or as a stack from hex to adjacent hex paying the appropriate terrain costs. Units which begin the friendly Movement Segment stacked together may move as a stack but may not split or "drop off" units during movement. Moving stacks may not "pick up" any units while moving. Units pay movement costs for each hex entered or hexside crossed as detailed on the TEC. Ground units may use normal movement to enter an enemy-controlled Installation [8.3.1.2], City, or Urban hex and are immediately placed underneath a Clearing marker (unless Bypassing [8.5.1.1]). They must conduct a Clearing Operation [8.4.1] in the Reorganization Phase.

Ground units are grouped into four mobility classes by their inherent Movement Allowance (MA):

Mobility Class		
Type	Example	Text Color
Leg	4 4 5	Black or Yellow MA#*
Motorized	5 6	Orange MA# or background
Mechanized	6 8	Red MA# or background
Airmobile	24	Yellow MA#*

* Yellow MA# on black background = Airmobile-Capable/Light Infantry

As indicated above, Leg units with a yellow MA are Airmobile-capable. Airmobile-type units, which are always considered Airmobile-capable, also have a nominal Light Infantry MA of "4" when not using their intrinsic Airmobile Capability.

Units spend Movement Points from their Movement Allowance [2.3.5] on the TEC by cross-indexing their Mobility Class with the type of terrain they are entering/crossing. When using Airmobile Movement [8.5.4], pay 1 MP per hex entered regardless of terrain.

Important: A unit may always move at least one hex in a friendly Movement Segment, if eligible to move, though not across prohibited hexsides or into prohibited terrain.

Exception: Units in an EZOC cannot move during the Exploitation or Elite Reaction Movement Segment.

8.5.1.1 Bypass: Moving units may Bypass or move through an empty hex which contains an enemy Installation [8.3.1.2] or City. Such movement uses the terrain cost of the hex. To perform a Bypass, the moving unit must have enough MPs to enter and exit the hex which contains the Installation or City. Control of the Installation or City hex does not change. Bypass movement may not be used when attempting to cross an all-water hexside using a bridge or ferry.

8.5.2 Air Transport

Leg ground units that begin a Movement Segment on a friendly Airfield/Airbase that is not in an EZOC [8.2] may move by Air Transport to another friendly-controlled Airfield/Airbase hex that is not in an EZOC. Units transported by air may use up to one-half of their MA (rounded up) after landing.

Air Transport missions may undergo ADF [6.6] before landing. If the landing hex is in the moving player's home or allied country, there is a +3 DRM to the ADF roll.

8.5.2.1 Limitations on Use



Game Specific Rules will generally provide restrictions on the use of Air Transport. Limitations apply per eligible Movement Segment.

8.5.3 Airborne Movement (Paradrop)

Airborne units that begin a Movement Segment on a friendly-controlled Airbase/Airfield not in an EZOC [8.2] may perform a Paradrop.

To perform a Paradrop, pick up the unit(s) and trace a path of hexes of any length to the drop hex. The drop hex may not be occupied by enemy units. A unit may be subject to ADF [6.6] before dropping.

Paradrops cannot be made into the following types of hexes:

- Urban.
- Mountain/High Mountain.
- Highland/Highland Woods.
- Any hex containing a City.
- Any hex in an enemy country containing an Installation [8.3.1.2].

If the Paratrooping unit survives ADF, place the unit in the landing hex and determine the result of the drop. Roll one die and refer to the Paratrop Table. Use the results to the left of the slash. An explanation of results is below the table.

The unit may move into an adjacent enemy-controlled Urban/City/Installation [8.3.1.2] empty of enemy ground combat units and be placed under a Clearing marker (if appropriate) if its landing hex is not in an EZOC; otherwise, it may not continue to move.

8.5.3.1 Limitations on Use: Game Specific Rules will generally provide restrictions on the use of Airborne Movement. An aborted unit is still considered to have used the airborne transport available for the GT as specified in the GSR.

8.5.4 Airmobile Movement

Units with a yellow MA can utilize Airmobile Movement. Units using Airmobile Movement can move up to 24 hexes in a friendly Movement Segment ignoring all terrain costs. Once they finish their movement, they are placed in their “landing” hex where the unit may be subject to ADF [6.6].

Note: Airmobile-type units are always eligible for Airmobile Movement. As they have intrinsic helicopter transport capability, no Airmobile Points are expended to move such units, but they follow all other Airmobile Movement rules.

8.5.4.1 Airmobile Points



Each side receives a certain number of Airmobile Points at the start of each scenario. Additional points may arrive as reinforcements. These points may be used each game turn unless destroyed.

Each Airmobile Point can transport one SP of Airmobile-capable units. Airmobile Points can be combined to transport a unit with more than one SP. More than one unit can be transported with a single Airmobile Point as long as the units so moved begin the Movement phase stacked together.

Airmobile Points are not needed for Airmobile-type units (i.e., those with a MA of 24).

8.5.4.2 Destroying Airmobile Points



Airmobile Points can be permanently destroyed when an Airbase in the owning player's home country becomes enemy controlled. When this occurs, the player taking control rolls one die. On a roll of “0-2,” an enemy Airmobile Point is permanently destroyed. On a roll of “3-9,” no point is lost.

Airmobile Points can also be permanently destroyed when the result on the ADF [6.6] Table includes an asterisk (*). The moving player loses one step from the transported unit and permanently destroys an Airmobile Point in addition to any other listed result.

A marker is included for each player to keep track of Airmobile Points permanently lost.

Exception: Losses generated against Airmobile unit types do not result in the destruction of Airmobile Points, although step losses may still apply.

Design Note: Since the ADF result caused a step loss to the unit, you're losing the intrinsic transport anyway.

8.5.4.3 Airmobile Movement Procedure: During a friendly Movement Segment other than the Elite Reaction Movement Segment, the owning player may move a unit by Airmobile Movement instead of Ground Movement. To do so, announce the unit to be moved as well as the Airmobile Points allocated (if applicable), decrease the number of available Airmobile Points (if applicable), and move the unit up to 24 hexes, ignoring terrain, to its landing hex. In this case, for all references above to a “unit” read “units”.

When moving units via Airmobile Movement, the moving player must choose a friendly Airbase/Airfield from which the movement originates. The moving player may trace a line of no more than 24 hexes in length from the Airbase/Airfield, to the unit(s) to be moved, and, finally, to the landing hex.

If the unit lands in an EZOC, it may move no further; otherwise, it may advance into an adjacent, unoccupied enemy-controlled Urban/City/Installation [8.3.1.2/8.3.1.5] and be placed under a Clearing marker (if appropriate).

Moving units may be subject to ADF [6.6] (resolved in the landing hex). Moving units which begin and end in the same hex are considered a single Airmobile Transport Mission. Units which begin their Airmobile Movement together, but do not end in the same hex become separate missions, each subject to ADF.

A stack of two ½ SP units can be transported with a single Airmobile Point.

Units that begin their movement in an EZOC may utilize Airmobile Movement, but they must undergo an additional ADF resolution in the origination hex. This is in addition to any ADF required for landing in the target hex.

8.5.4.3.1 Landing Limitations: Units utilizing Airmobile Movement may not land in a Highland, Highland Woods, or Mountain hex unless there is a road or highway in that hex. They may not land in a High Mountain hex or an enemy controlled Urban, City, Installation [8.3.1.2/8.3.1.5] hex.

8.5.5 Marine Airmobile Movement

An AMPH may show one intrinsic Airmobile Point [8.5.4.1] on its counter. This point can be used to transport one step of Airmobile-capable Marine unit(s) but not more than 24 hexes from the AMPH unit. This range is calculated from but not including the location of the All-Sea hex which the AMPH is occupying. This capability may be used once per Movement Segment (even in the same segment in which the AMPH moved into the hex). When you are moving a unit already on the ground, count the range from the AMPH to the unit and then to its destination hex similar to normal Airmobile Movement [8.5.4.3].

Intrinsic Airmobile Points are immune to losses generated from ADF.

Design Note: You can track it if you like. I chose not to.

8.5.6 Naval Movement

Design Note: *As noted, the naval aspects of this game have been heavily abstracted. There are several Naval Units, however, that are essential to representing naval capabilities, as well as the amphibious capabilities of the participants in any particular campaign. This section delineates the movement and use of those Naval units.*

8.5.6.1 Naval Unit Movement: It is important to note that this section deals with the movement of Naval Units and has nothing whatsoever to do with Sea Transport [8.5.7], which is achieved without the use of Naval Units. Amphibious Assaults [8.5.8] and Naval Combat Support Missions, however, do require the movement and use of actual Naval Units.

8.5.6.2 The Sea Zones and Boxes: The map may be divided into Sea Zones which are further sub-divided into At Sea Boxes, Inshore Boxes, and All-Sea hexes. In some games, the Sea Zone may be treated as the At Sea Box and this will be noted in the Game Specific Rules.

8.5.6.3 Where Naval Units Can Move: Naval Units can, at any given time, be located in one of four locations:

- **At Sea:** An At Sea box/Sea Zone.
- **Inshore:** An Inshore box.
- **Coastal:** An on-map All-Sea hex or friendly Port.
- **Holding Box:** See GSR.

8.5.6.4 When and How Naval Units Move: Naval Units may move, individually or as a stack, during any friendly Movement Segment except for the Elite Reaction Segment. They move from one location to another without counting hexes.

Naval Units may move from any location to any other location in a given turn. However, they must move following the order given in 8.5.6.3 either forward or backwards, i.e., from At Sea to Inshore or Coastal to Inshore but not from a Coastal directly to an At Sea Box. Units may also move from All-Sea hexes to Ports and vice versa as well as to other All-Sea hexes. In addition, a Naval Unit may move between adjacent At Sea Boxes/Sea Zones. The only limit on Naval Unit movement is that it may not enter more than one At Sea Box/Sea Zone.

Moving into or out of a Port requires tracing the movement through an adjacent All-Sea hex.

The Game Specific Rules will have additional rules regarding Holding Boxes.

8.5.6.4.1 Contested Sea Movement: If a Naval Unit or Sea Transported unit [8.5.7] attempts one of the following, each must first pass a Contested Sea Movement roll:

- A move to or from an enemy-controlled At Sea Box/Sea Zone or Inshore Box.
- A move to, from, or through a Mine Marker Area of Effect [7.5.3].
- A move to, from, or through a location containing an enemy Naval Unit.
- A move between a Port and an All-Sea hex if the Inshore Box is not friendly-controlled.
- A move from an All-Sea hex to another All-Sea hex while the Inshore Box is not friendly-controlled.

Use the following DRMs when rolling for a Contested Sea Move:

- **Naval Units:** For each friendly or enemy SAG/CV/CVN in an At Sea Box/Sea Zone or associated Inshore Box add (if enemy) or subtract (if friendly) one. (Units in All-Sea hexes do not modify the roll.)
- **ASW Level:** Moving player subtracts his current ASW Level.
- **Submarine Threat Level:** Add the non-Moving player's Submarine Threat Level.
- **Air Supremacy:** The player with Air Supremacy (not just Superiority or Advantage) subtracts one while the player without adds one.
- **Mine Marker:** Add the value of the density when entering an Area of Effect.
- **Inshore Box:** If enemy-controlled and moving into an associated All-Sea hex or At Sea Box/Zone, add one.

Game Specific Rules may have additional DRMs.

If the movement is Aborted, the Naval unit remains where it began the Movement Segment, otherwise the move is successful.

8.5.6.5 Storms: During the Weather Phase of a "Storm" turn, Naval units must remain in or return to a friendly At Sea Box or Port of the corresponding Sea Zone. They may not move during a "Storm" turn. Those units without an appropriate At Sea Box or Port are eliminated.

8.5.7 Sea Transport

Sea Transport represents the movement of troops and equipment with general shipping capabilities as opposed to the specialized transport ships represented by the Amphibious Naval units. There are two basic types of Sea Transport: Port to Port and Sea Landing.

Note: Sea Landing represents follow-on forces, etc. for an already successful Amphibious Assault.

Note that in either case, a roll on the Contested Sea Movement [8.5.6.4.1] chart may be required.

Moving into or out of a Port or Beachhead requires tracing the movement through an adjacent All-Sea hex.

8.5.7.1 Port to Port: Any ground unit that begins a friendly Movement Segment in a friendly undamaged Port hex not in an EZOC may move by Sea Transport to any other friendly undamaged Port hex not in an EZOC. Such a transported unit may spend half (rounded up) of its Movement Allowance immediately after landing if both Ports were located in the same Sea Zone; otherwise, it may not move.

8.5.7.2 Sea Landing: All Marine units and any other Leg unit with an MA of five or less may use Sea Transport within the same Sea Zone to move from a friendly Port to a Beachhead or vice versa. If landing at a Port and not in an EZOC, they may spend up to half of their MA (rounded up).

8.5.7.3 Sea Transport Limitations



Game Specific Rules will provide limitations to the number of units/Stacking Points which may be transported per eligible Movement Segment by Sea Transport. For this purpose, Helicopters are considered to be ½ stacking point.

8.5.7.4 Sea Transport Landing Limitations: Unless otherwise stated, no more than two SP may land at a Port or Beachhead per Game Turn.

8.5.8 Amphibious Assault

Marine and other units as designated in the Game Specific Rules may utilize Amphibious Assault.

Amphibiously assaulting units must begin a friendly Movement Segment in a friendly-controlled or Contested Inshore Box, with no enemy Naval units present, with an Amphibious Naval unit (AMPH).

AMPHs may be used to conduct only a single Amphibious Assault in any given turn.

8.5.8.1 Procedure: AMPHs can transport up to their capacity (expressed in SP) of Marine units of the same nationality from an Inshore Box into an All-Sea hex adjacent to an eligible Beach hex for an Amphibious Assault. Move the stack (the AMPH and Marine units that do not exceed its troop capacity) from the Inshore Box to an appropriate All-Sea hex in that Sea Zone. Units performing Amphibious Assault may not move any further during that Movement Segment (except to Advance After Combat [9.9]).

Multiple AMPH units may occupy different hexes which are both adjacent to the same Beach hex. In this case, all units adjacent to the Beach hex can participate in the Amphibious Assault.

Important: Only Beach [8.3.1.7] hexes that are adjacent to All-Sea hexes can be assaulted.

Once the Marine units have been placed in an All-Sea hex adjacent to an eligible Beach hex, they remain there until the Assault takes place during the ensuing Combat Segment.

Each unit that attacks an occupied beach hex by Amphibious Assault has its attack strength halved (rounded up) for the combat. Any other friendly units that are adjacent to the enemy hex (whether other Marines or ground units) may also attack. Combat Support is also permitted.

If the majority of combat strength attacking (after all halving) is contributed by Amphibiously Assaulting units, shift the Odds Column one to the left.

If, at the end of the combat, any defending units remain in the hex, an Amphibiously Assaulting unit (if no Amphibiously Assaulting units remain, then any one attacking unit) loses one step in addition to the combat results (collectively, not one per unit) and, if Amphibiously Assaulting, remain stacked with the AMPH in the All-Sea hex.

If all defending units are eliminated or retreated by combat (or the hex had no enemy units), the attacker must Advance After Combat [9.9] into the hex. If the hex is in the enemy home country and contains a City and/or Installation, the advancing units are placed under a Clearing marker [8.4].

8.5.8.2 Beachheads



Each side is provided with Beachhead markers. The number of markers is an absolute limit. While the number of markers does not limit the number of possible Amphibious Assaults [8.5.8] that either side can attempt, it does limit the capability to supply more than the counter-mix limit of Beachheads. In essence, any Amphibious Assault that doesn't immediately place a Beachhead marker is just a raid, feint action, or supporting landing.

Whenever a Marine unit makes a successful Amphibious Assault, the owning player has the option immediately to place a Beachhead marker in the hex after combat and Advance After Combat [9.9]. A Beachhead marker may not be placed in a hex containing an enemy-controlled City or Installation. The Beachhead marker allows the owning player to do the following:

- Increase the Stacking Point limit of the hex to 6.
- Move up to two SPs of Marine, Marine Armor, or Leg Infantry type units to the Beachhead hex during subsequent friendly Movement Segments via Sea Transport [8.5.7].
- Allows units to attempt to ignore Retreat results [9.8.2]

A Beachhead, if available, may also be placed into a friendly-controlled and occupied Beach hex during any Combat Segment if an AMPH is adjacent to the Beach hex.

8.5.8.2.1 Beachhead Removal: Beachheads may be voluntarily removed at any time during an owning player's Movement Segment. They are only involuntarily removed when they are taken as a step loss in combat or if there is no AMPH in an adjacent All-Sea hex at the end of any friendly Movement Segment; **Exception:** Not during Storm turns. When a beachhead is removed in any manner, it is not available for placement until two Game Turns after the turn it was removed, i.e., if removed in GT1, it is not available again until GT3. Place the Beachhead marker in the General Records Track in the appropriate GT as a reminder. It may then be placed again following an Amphibious Assault or in any Beach Hex adjacent to an AMPH during a Movement Segment. Sea Transport to a Beachhead is not allowed until the next allowable Movement Segment after placement.

8.5.8.3 Disembarking/Embarking Marine Units: Marine units in a Port with an AMPH or in a Beachhead [8.5.8.2] with an AMPH in any adjacent All-Sea hex may embark on or disembark from the AMPH (within capacity restrictions). The AMPH may move normally either before or after loading/unloading (but not both).

8.5.8.4 Beachheads and Combat: Beachheads provide their combat strength in defense and can be taken as a step loss. In addition, Beachheads automatically ignore any Retreat results.

9.0 Combat

Design Note: *In contrast to what we witnessed during the war in Iraq, it is our belief that combat in modern warfare, especially in rugged and built-up parts of the world, will inflict heavy casualties on both sides. Terrain and massed firepower are the primary factors. Line-of-sight will tend to be limited due to intervening terrain. Thus, even stand-off fights (tank engagements, AT missile shots, etc.) will generally be fought at relatively short distances. Engagements will be sudden and bloody affairs. Artillery firepower will be telling, as both sides deploy large numbers of guns with pre-plotted fires concentrated on likely routes of advance and reinforcement. Unit cohesion will play a telling role as huge losses take their toll on troop organization and morale.*

While terrain will certainly aid the defense, the cover provided by rough terrain will hamper early detection of attacking units, especially during bad weather. Thus, tactical surprise, infiltration, and flank attacks will combine to “pocket” units and create a swirling, confused battlefield with uncertain front lines. If, after a few game turns, you feel that fighting in modern combat is a real mess, be thankful that, at least this time, it’s only cardboard.

9.1 Combat Eligibility

Any friendly units that are adjacent to enemy units at the start of a friendly Combat Segment may choose to attack. Attacks are not allowed across all-water hexsides or into all-water hexes (**Exception:** *Amphibious Assault*). All units in a single hex need not attack the same hex nor attack at all. Defending units always defend as an entire stack (**Exception:** *Over-stacked hexes [8.1.1.1]*). A unit’s attack strength is strictly unitary; each attacking unit must employ its full attack strength, if it attacks, against a single defending hex. All adjacent enemy hexes do not have to be attacked.

Important: *Units are not allowed to attack into terrain which is prohibited to them during movement. Thus, armor/mechanized units can only attack into a mountain hex if they attack along a road.*

9.2 Combat Procedure

All Combat Segments use the following procedure:

9.2.1 Attack Declaration

The attacker declares the hex being attacked and indicates his attacking units. Important: Once an attack is declared, it must be resolved.

9.2.2 Initial Combat Odds Computation

Each side totals the appropriate combat attack/defense strength for all units involved. The attacker’s strength is divided by the defender’s strength. If the division does not produce a clean ratio, e.g., 10:5 = 2:1, but leaves a remainder, e.g., 9:5 = 1.8:1, round the odds ratio down in favor of the defender, i.e., 1.8:1 becomes 1.5:1.

9.2.2.1 If there was a remainder in the odds ratio and the attack strength exceeds the defense strength, then the attacker receives a –1 DRM to his attack die roll. If the Initial Combat Odds exceeds the maximum listed on the chart, i.e., 7:1 or greater on the Flat/Flat Woods row, the attacker receives a –1 DRM. The attacker may claim only one of these two DRMs.

Example: *In the case of 1.8:1, round down to 1.5:1 however, since it was not a clean ratio, the attacker would receive a –1 DRM.*

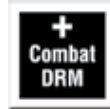
9.2.2.2 Determine Initial Odds Ratio



Locate the proper Ratio/Terrain Column on the CRT. The attacker determines the appropriate combat column by reading across the terrain row that matches the terrain in the defender’s hex to find the column containing the previously determined odds ratio. An attack with odds higher than the right-most column or lower than the left-most column (where an odds ratio is listed) is set to that maximum or minimum column. All column shifts are calculated from that point. Note that a marker is provided to keep track of the odds on the CRT.

Example: *The rightmost column would be the appropriate column for an 8:1 (or 36:1) attack into a Highland or Highland/Woods hex.*

9.2.3 Determine Column Shifts and Die Roll Modifiers



Both sides choose a lead unit. This unit’s ER [2.3.3] is used for the combat. Column shifts may also apply for surprise attack, attacks into Cities/Fortifications, and any attacks conducted during the Exploitation Combat Segment. Column Shifts and DRMs applicable to combat are listed on the CRT. Use the net difference of column shifts to modify the initial odds column. If, after netting out all shifts, the odds would shift off the chart, use the highest or lowest column available.

9.2.4 Combat Support Allocation

The attacker allocates all Air Points [6.1], Attack Helicopters [6.5], and Naval [7.3.1] units to the combat. The defender then does the same.

9.2.5 Air Defense Fire Resolution

If either side committed Air Points or Attack Helicopters to the land engagement, ADF [6.6] is resolved immediately.

9.2.6 Roll Die and Resolve Combat

The attacker rolls the die, modifying the roll by any applicable DRMs as listed on the CRT.

9.2.7 Allocate Losses

The defender applies his losses/retreats first. Then the attacker applies his own losses.

9.2.8 Retreat and Advance After Combat

If the defender’s hex is vacant at the conclusion of combat, the attacking player may advance up to four Stacking Points (or three into Mountain/High Mountain terrain) of attacking units into the hex following the rules for Advance After Combat (and must advance at least one unit) [9.9].

9.3 Multiple-Hex Combat

Friendly units(s) selected to attack a single enemy hex must combine their attack strength during the attack (within stacking limits) [8.1.1.1]. A defending hex can never be attacked more than once per friendly Combat Segment. The attacker may never attack more than one defending hex in a particular combat, even when adjacent to multiple enemy-occupied hexes. When conducting a multi-hex attack, the attacker receives DRM bonuses for attacking from more than two hexes [9.6.3].

9.4 Combat Strength Modifiers

When modifying unit strengths, modify each unit individually and round up. Units can only be halved once; multiple halving effects are ignored.

9.4.1 River or Amphibious Assault

Each unit that attacks across a Minor River hexside (whether “bridged” or not) or makes an opposed Amphibious Assault has its attack strength halved. During multi-hex attacks, the halving effects of Minor Rivers/Amphibious Assault apply only to the units actually attacking across the river/sea hexside.

9.4.2 Armor Advantage

Armor units have their attack strength doubled when attacking a stack of non-armor/non-mechanized units in Flat or Rough terrain which does not contain a Fortification, City, or Woods.

Exception: This benefit does not apply when attacking across a river hexside or Amphibiously Assaulting.

9.4.3 Mechanized Advantage

Mechanized units have their attack strength multiplied by 1.5 when attacking non-armor/non-mechanized units in a Flat or Rough hex which does not contain Fortification, City, or Woods.

Exception: This benefit does not apply when attacking across a river hexside or Amphibiously Assaulting.

9.4.4 Armor/Mechanized Terrain Disadvantage

Armor and mechanized units have their attack strength halved when attacking into Marsh (non-Winter), Mountains, High Mountain, Highland or Highland Woods.

9.4.5 Infantry Advantage

Non-mechanized Marine, Motorized Infantry, and all other “Leg” units (including Airmobile) have their defense strength doubled when defending in an Urban hex. Light Infantry are considered “Leg” units for all pertinent combat purposes. See the Unit Identification Chart for determining eligible units.

Exception: This benefit does not apply to units under a Clearing Operation marker.

9.5 Column Shifts

9.5.1 Efficiency Column Shift

The attacker must designate which attacking unit’s Efficiency Rating (ER) [2.3.3] will be used in the combat (in essence, this unit is “leading” the assault). The defender indicates which defending unit’s ER he will use to defend. The attacker then subtracts the defender’s ER from his ER. The result is the number of columns the combat is shifted on the CRT (right if the attacker’s ER is greater, left if the defender’s ER is greater). Additionally, the units that are used to determine efficiency column shifts must take the first step-loss results (if any) in the ensuing combat.

9.5.2 City/Fortification Column Shift

Attacks against units defending in a City or Fortification [8.3.1.5/8.3.1.10] hex are shifted two columns left on the CRT. A defender receives the benefit of Fortifications only if the Fortification is located within the player’s own or allied country and is friendly-controlled. When a hex contains both a City and

a Fortification, the effects are cumulative. The City column shift is not applied/used for units under a Clearing Marker [8.4.1.5].

9.5.3 Exploitation Combat Shift

Following Exploitation Movement, any unit of the Initiative player (whether it moved during Exploitation or not) may conduct combat. Such Exploitation Combat is resolved with a shift of two columns to the left.

Design Note: This unfavorable column shift represents the reduced effectiveness of units that have been moving and attacking continually for days. Combat fatigue, low supply, and reduced combat support from artillery, engineers, and HQs are some of the key factors represented here. On the other hand, forgoing that Exploitation Attack could let the initiative shift to your opponent...

9.5.4 Surprise Column Shift

Some scenarios designate that one side receives a column shift (or shifts) benefit to reflect surprise.

9.5.5 Amphibious Assault

Amphibious Assaults incur a shift of one column to the left unless non-Amphibiously Assaulting units are also attacking the hex and those units contribute more than half of the combat strength (after modification).

9.6 Die-Roll Modifiers

9.6.1 Combat Support

Both the attacker and the defender may modify the combat results die roll by allocating Air Points [6.1], Attack Helicopters [6.5], or Naval Combat Support [7.3.1] to the combat. Either side may allocate any number of Naval Units within range of the combat. The attacker allocates each type of Combat Support first.

For each side, the Attack Rating of Helicopters surviving ADF, [6.6] is added to the number of Air Points surviving ADF which is then added to the Naval Combat Support.

Subtract the attacker’s Combat Support from the defender’s. The difference (either positive or negative) is a DRM to the ensuing combat die roll.

9.6.2 Airfields, Towns, and Installations

If the defender’s hex contains an Airfield, Town, and/or Installation [8.3.1.2], a +1 DRM is applied to the combat. These DRMs are cumulative. This DRM is not applied/used for units under a Clearing Marker [8.4.1.5].

9.6.3 Multiple Hex Combats

If the attacker attacks from at least three different hexes, he receives a favorable DRM in that combat. The DRMs are –1 if attacking from three or four hexes and –2 if attacking from five or six hexes. Amphibiously Assaulting units may not be used to qualify for this DRM.

9.6.4 Special Unit Attacks

Game Specific Rules may have additional modifiers affecting certain Special Unit types.

9.6.5 Mixed Nationality Attacks

Game Specific Rules may dictate a DRM affecting attacks by multiple nationalities.

9.6.6 Multi-Formation Attacks

When different Formations [2.3.4/15.2.10] attack together, apply a DRM (see CRT) for each additional Formation beyond the first. Independent units, i.e., those with no Formation affiliation and/or a white unit type box, are ignored for purposes of this DRM. Note that Game Specific Rules may define exceptions to this.

9.6.7 Light Infantry

Any combat in terrain other than Flat or Flat Woods which includes a Light Infantry unit, whether attacking or defending, receives a favorable DRM to the combat die roll. This DRM is not per unit but per combat.

Exception: No DRMs can be earned by LI units which are part of an Amphibious Assaulting stack.

9.7 Combat Results

Combat results on the CRT are listed and read left to right as Attacker/Defender. Attacker results indicate a number of step losses. Defender results may include both a number of step losses and an “R” indicating retreat. In all cases, step losses are applied before retreats.

9.7.1 Step Losses

Units consist of either one or two steps of strength. Units with a step strength of two are back-printed with their reduced state on the reverse side. Single-step units are not back-printed, and are eliminated when called upon to lose a single step. When a two-step unit takes its first “step loss,” flip it over to its reverse side. When a unit on its “reduced” side takes another step loss, that unit is eliminated from play. SP value is not necessarily indicative of the number of Step Losses.

When the CRT result indicates step losses for either the attacker or defender, that player removes that number of steps from his unit(s), beginning with one step from the lead unit. This is an aggregate loss for the entire force, not for each unit involved in the attack/defense. If multiple step losses are called for, these losses must be distributed as evenly as possible amongst all units; all units must take one step loss before any one unit can absorb a second step loss, regardless of when the step losses occur.

Play Note: Thus, full strength units will take step losses before units which have already taken a loss, regardless of when they took the loss, except for the lead unit.

9.7.1.1 Excess Combat Losses: If the final odds were in the 11, 12, or 13 column and the CRT calls for more step losses than the defender can satisfy, the attacker may reduce his losses in that combat by one.

If the attacker cannot satisfy all the step losses called for on the CRT or is completely eliminated, the defender may reduce his step losses by one regardless of the column on the CRT.

9.7.2 Retreat Results

An “R” result on the CRT indicates that the defending unit/stack retreats a certain number of hexes. [9.8]

9.8 Retreats

9.8.1 Retreat Procedure

When a defending unit/stack is forced to retreat as a result of combat, each unit in the hex must retreat the full number of hexes called for by the terrain which they occupied during the combat. Units defending in non-City or non-Fortified Flat, Flat Woods, Rough, Rough Woods, and Marsh retreat two hexes. Units defending in any other terrain types retreat one hex.

If a stack of units must retreat, each unit in the stack retreats individually. Retreating units may retreat to separate hexes. All retreating units must, however, end their retreat the indicated number of hexes away from the original defending hex, towards a friendly map edge if possible (friendly map edges will be defined in Game Specific Rules).

9.8.2 Retreat Restrictions

Retreats cannot end in an EZOC [8.2.2] or enemy Installation hex [8.3.1.2], unless that hex contains a friendly ground unit. Retreats cannot end in a hex which would require the retreating units to place a Clearing Marker. Retreating units may Bypass [8.5.1.1] an empty enemy Installation hex.

Only LI may retreat across unbridged river hexsides. Mechanized and Motorized Mobility Class units may not retreat into Prohibited terrain unless along a road.

Marine units may retreat to an adjacent AMPH if the Marines are retreating from either a Beachhead or a Port. Units eligible for Airmobile Movement may use Airmobile Points, if available, (or intrinsic Airmobile Movement) to retreat. They must, however, retreat to a friendly-controlled Airbase/Airfield which must be traced as per normal Airmobile Movement [8.5.4.4]. Also note that they will undergo ADF for beginning movement in an EZOC [8.5.4.4]. Ignore any Abort result from this ADF.

9.8.3 Failure to Retreat

If a unit’s only retreat path would leave it alone in an EZOC at the end of its retreat, or it cannot fully retreat because of blocking terrain, the presence of enemy units, or any other reason, it must remain in its original defending hex. The unit must take an ER check [2.3.3]; if it fails it takes an additional step loss.

If multiple units from a defending hex failed to retreat, only the unit with lowest ER takes the ER check, and, if it fails, the step loss for failing to retreat.

9.8.4 Voluntarily Ignoring Retreat Results

Units in Urban, Highland/Highland Woods, or Mountain/High Mountain hexes, hexes with Cities, Fortifications [8.3.1.10] or Beachheads [8.5.8.2] may voluntarily attempt to ignore retreat results on the CRT. Such units make an ER Check [2.3.3] against the lowest ER unit in the stack. If the unit fails, the unit/stack may either retreat as normal or lose an additional step [9.8.3] and remain in place. If the unit passes, the unit/stack may ignore the retreat.

Play Note: Only one roll is made for the stack (even a “stack” of one unit) and the result affects the entire stack.

9.8.5 Retreating Through EZOCs

Whenever a unit retreats through an EZOC [8.2], it must take an additional step loss if it fails an ER check [2.3.3]. Note: Units retreating into hexes containing friendly units ignore EZOCs projected into those hexes.

9.8.6 Retreating Into Defending Hexes

Units that retreat into a friendly-occupied hex that is the target of a subsequent attack during the same Combat Segment add nothing to the defense of the hex, nor may they be used to satisfy any combat step losses, but they may cause an over-stacked condition. Moreover, should no friendly units which defended in the hex remain after applying combat results, the original retreating units each make an ER Check [2.3.3]. If a unit fails, it takes a step loss. Those units then retreat normally according to the result.

9.9 Advance After Combat

Advance After Combat is only permissible for the attacking player; a defending stack may never advance after combat. Whenever a defender's hex is vacated as a result of combat, the attacker, if he has any surviving units, must advance at least one attacking unit of his choice into the vacated hex.

9.9.1 Mechanized/Motorized Unit Advance

If the retreating defender was forced to retreat two hexes or was eliminated and any of the remaining attackers are Mechanized/Motorized units, those Mobility Class units may advance beyond the original defender's hex (temporarily ignoring EZOCs [8.2]) into any vacant hex adjacent to the original defending hex.

Such an advance may take place in Mountain, High Mountain, Highlands, and Highland Woods or across rivers only if the adjacent hex chosen for the advance is connected to the original defending hex by a road (of any kind), bridge, or a highway. This "second hex" advance is not allowed during "Storm" turns, following an Amphibious Assault, or into a Fortification, Urban, City or Installation hex. Nor is it allowed if the defender's hex was an Urban, City, or Installation hex.

9.9.2 Advance Into Urban, City, or Installation Hexes

When the defender vacates an Urban, City, or Installation [8.3.1.2] hex, the unit that is required to advance and all units which the attacker elects to advance into the hex are placed in the hex under a Clearing marker [8.4].

9.9.3 Advancing into Ports

Advance into a Port causes Naval Units in that Port to be moved. These Naval Units are immediately placed into the appropriate Inshore Box, if that box is friendly or Contested. Otherwise, the Naval Units are moved to the nearest friendly Port as traced along the coastline, or if unable to trace via coastlines, traced via Inshore/At Sea Boxes. If no Ports are available via those methods, place the Naval Unit on the Game Turn track two turns ahead; it may enter as a reinforcement during that turn's Reinforcement Phase.

9.9.4 Amphibious Assault Advance

All units which conducted a successful Amphibious Assault must advance into the defender's hex.

10.0 Reinforcements

The Game Specific Rules will detail how each side's Reinforcements enter play.

11.0 Replacements



Each side receives a certain number of Replacement Points during the course of the game. These points are received during the Reinforcement/Replacement Phase of each game turn as dictated by the scenario.

These points are listed by nationality and may only be used to replace or reconstitute units of the same nationality. Replacement Points may be spent immediately or saved and accumulated from turn to turn. Players should move the Replacement Points marker on the Game Record Track to record the current number of Replacement Points. Replacement Points can be used to recover lost steps from reduced strength units on the map or to reconstitute eliminated units.

11.1 Step Recovery

Any unit that is not in an EZOC [8.2] may recover a lost step during this phase by paying the Replacement costs as listed in the Replacement/Reconstitution Table in the Play Aids.

11.2 Reconstitution

Some previously eliminated units may be reconstituted as one-step units during this phase. The cost in Replacement Points is higher for Reconstitution than for Step Recovery. Reconstituted units are placed on the map in any hex in their home or allied country in a friendly-controlled Town, City, Urban, or Installation hex or adjacent to a friendly unit. This hex must be more than two hexes from an enemy unit.

A unit can only recover one step per turn. Thus, two-step units require two turns for full reconstitution.

Airmobile-type units, Airborne units, and Marine units can never be reconstituted once destroyed.

12.0 Victory

12.1 Victory Points



Each side earns Victory Points (VPs) as listed on the Victory Point Chart [see map] throughout the game turn for capturing certain hexes and eliminating enemy units.

VPs should be accumulated on the Game Record Track as they occur by moving the "VPs This Turn" marker to reflect the gain of VPs.

Important: *Players earn VPs each time they capture such an enemy-controlled VP hex. Thus, if a side captures an Urban Capital hex, that player earns six VPs. If the opposing player recaptures the hex, he receives four VPs. If the other player subsequently recaptures the hex, he again receives six VPs.*

The Victory Point Track records VP totals for the game and is updated by adding each turn's totals (as recorded by the "VPs This Turn" marker) during each Victory Determination Phase.

12.1.2 Installation Destruction: VPs earned for Destroying a previously Destroyed and repaired Installation may only be earned again after the Installation is fully repaired. Destroyed Installations lose all game effects, including Clearing, VP for capture, etc.

12.1.3 Pre-Game VPs: Add any VPs earned via activities that occurred prior to the game (e.g., pre-game Strikes) directly to the VP total and not to the first Game Turn's "VP This Turn."

12.2 Automatic Victory

Design Note: *These rules distill and represent different perspectives on the various factors that might work together to spell victory or defeat for either side.*

Although there's no guarantee as to what would drive either side to surrender, we can argue that many sets of circumstances might cause surrender. Appropriately, we've created the Automatic Victory Table to add that same uncertainty to the game. Basically, if one side has a large VP lead or occupies the enemy capital, an automatic victory (one side's surrender) may take place.



Each campaign scenario lists an Automatic Victory Level. This level is expressed as a differential between the two players' Victory Point totals. Whenever this differential meets or exceeds that specified by the scenario, the player with the greater VP total rolls once on the Automatic Victory Table. Additionally, when one player occupies all hexes of the enemy capital (or other hexes designated by the Game Specific Rules), he may roll once on the Automatic Victory Table. Note that a player who achieves both the VP differential and the occupation of the enemy capital (or other hexes) is entitled to two rolls on the Automatic Victory Table that turn.

When a player rolls on the Automatic Victory Table, he rolls under the column which represents the number of times he has rolled on the Table, as recorded on the Game Turn Record Track. If this is his first roll, he uses the "1" column, second roll the "2" column, etc. If the result is "Victory," the player wins an immediate Automatic Victory due to the unconditional surrender of the other side.

12.3 Victory Levels

Each scenario lists the requisite Victory Points to achieve certain victory levels. The victory levels are as follows:

- Overwhelming Victory.
- Substantive Victory.
- Marginal Victory.
- Stalemate.

If the game does not end in an Automatic Victory, the player with more points at the end of the game is the winner. Refer to the scenario's point differentials to determine the level of victory.

13.0 Optional

This rules section provides optional rules for the Standard Game. Some of these rules are superseded in the Advanced Game.

13.1 Supply

Logistics were deliberately left out from the Standard Game rules to provide a more streamlined experience. However, those players wishing to play with a little more attention to the art of war may include the following rules for determining supply.

13.1.1 Supply Phase

Insert a Supply Phase between the Weather and Initiative Phases in the Standard Game SOP.

13.1.2 Supply Sources

Friendly Urban, City, Port or Beachhead [8.5.8.2] hexes are Supply Sources. Ports and Beachheads are eligible only if the Inshore Box [7.1] is friendly controlled.

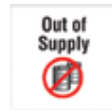
13.1.3 Line of Communication (LOC)

A unit is considered to be in supply if it can trace a contiguous line of road hexes free of enemy units, ZOCs [8.2], prohibited terrain, or enemy Urban, City or Installation hexes to a Supply Source. A friendly unit in an EZOC hex negates the effects of the EZOC for tracing a LOC. A unit in a hex adjacent to road, regardless of hex or hexside terrain, may use that road hex to begin its LOC. Beachheads may be assumed to connect any roads in adjacent hexes for this purpose.

13.1.4 Airborne/Airmobile Supply

Units which use Airborne (Paradrop) [8.5.3] or Airmobile Movement [8.5.4] are considered in supply for the entire turn in which they perform such movement. After that, they must trace supply normally.

13.1.5 Out of Supply Effects



Units that are out of supply have their Attack and Movement ratings halved (rounding down to a minimum of one), and their ER is reduced by one (not below one). Such units also cannot move in either the Elite Reaction or Exploitation Movement Segments.

Airmobile-type units that are out of supply cannot move by airmobile movement until resupplied. (They could be moved by expending Airmobile Points.)

Units which are out of supply may not receive Replacements. In addition, a Reconstituted unit must be placed in a hex from which it can trace supply.

13.2 Fog of War

In the heat of battle, it's sometimes difficult to keep track of the enemy. This is called the "Fog of War." Players must disregard 8.1.2 Examining Enemy Stacks and may never inspect their opponent's stacks.

ADVANCED GAME SERIES RULES

14.0 Advanced Game Introduction

The Standard Game simplifies several aspects of modern combat for the sake of playability. In the Advanced Game, while we still don't claim that it's realistic (pretty tough to be realistic with paper and cardboard!), we have added or expanded several major subsystems to let players examine what a modern war might look like. Even these systems have been abstracted and streamlined for playability's sake. What we really want to show here is that the mass of forces do not reflect a complete picture of the assets each side would use to fight and win a future war.

The Advanced air rules reflect an aspect of the war that would be absolutely key to success. The Standard Game is a reasonable quantification representing the Close Air Support units that actually made it through to the front lines. The Advanced rules, however, let players who want to push around planes have a field day. It's not precise doctrine, but you can use your aircraft to implement the same strategies and (hopefully) achieve the same results as your real-life counterparts. The effects of Allied air power (if properly applied) against an enemy's supply and command structure can really wreck his day.

Detection of ground units also provides more realism via the Advanced Rules. Basically, the side with Air Superiority is able to "see" further into the enemy's rear area. This ability to detect and strike targets far from the front lines is, of course, critical to U.S. doctrines.

The addition of supply rules gives the Advanced Game a better representation of the challenges that each side faces in supplying their troops. For both sides, protecting their supply units from enemy air and Special Operations Forces attack is vital to their success.

When you put all these systems together, you get a much clearer view of what a modern war might look like. The interaction between these systems, and, especially, between the subsystems of the Advanced Air Game, has proven both difficult to design and intriguing to study. We hope you have as much fun playing the game as we did creating and testing it.

Enjoy the game!

15.0 Advanced Game Components

The Advanced Game uses the units and markers from the Standard Game with the addition of several new combat units and game markers.

15.1 Sample Advanced Game Units

15.11 Advanced Game Unit Values

Refer to the Unit Type Identification chart (p.39 or the play aid) to read the counters.

15.2 Explanation of Unit Values

15.2.1 Strike Rating

The unit's capability to attack targets with bombs and stand-off weapons. It is used anytime the aircraft performs a Strike.

15.2.2 Combat Support Rating

The unit's ability to fly Combat Support Missions. This number is a DRM (negative if attacking; positive if defending) to the combat resolution die roll.

15.2.3 Air-to-Air Combat Rating

The aircraft's abilities in air-to-air combat. It is used when the unit engages in combat against other aircraft. A parenthesized rating (#) indicates that the unit cannot fire offensively in air-to-air combat.

15.2.4 Pilot Skill

The general training, doctrine, electronics, and skill level of the unit's pilots. This rating is used as a DRM in Air-to-Air and Strike Combat.

15.2.5 Range

For air units, either S(hort), M(edium), (L)ong, or (U)nlimited, indicates the range at which the unit can fly missions (see GSR for details). For HQ units, the range at which an HQ can conduct Strikes or provide Combat Support.

15.2.6 Weather Rating

An "A" indicates that the air unit is capable of flying during non-clear weather turns.

15.2.7 Stealth

An "S" following the Weather Rating indicates that the unit utilizes "Stealth" technology. A stealth unit cannot be attacked by Long-Range or Stand-off combat.

15.2.8 Stand-off Weapons

An asterisk (*) after any rating indicates that the unit is capable of using stand-off weapons for that type of attack. When performing Strike missions, units choosing to use their Stand-off capability are immune to AAA fire. In air-to-air combat, units with Stand-off weapons are allowed to fire during Stand-off combat.

15.2.8.1 Long Range Weapons: The "***" rating on some units represent the advanced electronics, doctrine, and extremely long range air-to-air missiles that these aircraft carry. These aircraft are allowed to fire three times (long range, stand-off, and dogfight) in air-to-air combat.

15.2.9 Wild Weasel

Units with "WW" in place of their normal CS and Strike values are especially adept at attacking and countering enemy Air Defense networks. These units can be used offensively to attack the enemy's Detection, AAA, and SAM tracks. They can also be assigned as Defense Suppression units to provide extra protection against air defenses for units on Wild Weasel, Strike, and Combat Support missions.

15.2.10 Formation ID [2.3.4]

As an addition to 2.3.4 this is also important for HQ combat support, supply, and unit replacement.

15.2.11 Supply Range

This is the maximum number of Motorized movement points over which a supply unit may provide supply to a formation or HQ.

16.0 Advanced Game Sequence of Play

The Sequence of Play (SOP), provided as a play aid, contains references to the sides in this particular game and is crafted around particular capabilities. Future games will change the names of the sides, but the SOP will remain essentially the same.

17.0 Advanced Naval Rules

The following rules add to the Standard Game rules and allow players to use their Air units and theater weapons to contest control of the At Sea and Inshore boxes in and around the area of conflict.

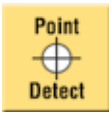
17.1 Anti-Naval Strike Rules

Using the following rules, players may launch Air and Cruise Missile Strikes against Naval Units in an All Sea hex, an Inshore Box, or At Sea Box.

17.1.1 Allocation

Allocate Air [23.0] or Cruise Missile [26.0] Strikes normally. Only detected [17.1.2] Naval Units can be the target of a Strike.

17.1.2 Detection



A Naval Unit is automatically detected with Point Detection when it conducts a Strike in Naval Surface Combat. A Naval Unit in Port is always considered Area

Detected.

Otherwise, players may attempt to detect Naval Units as follows:

1. During the Naval Unit Detection Step of the Air/Naval Phase
2. At the end of movement when a Naval Unit moves into a new At Sea Box, Inshore Box, or All-Sea hex

To detect a unit, roll the die and apply the DRMs as indicated on the Naval Display.

A roll of 0-2 indicates a Point Detection. A roll of 3-4 indicates an Area Detection. Any other roll is a failure to detect. Replace whatever marker was previously on the unit.

17.1.2.1 Detection Removal

If an already Detected unit moves to a new location and the detection roll fails, remove the marker.

Design Note: A Point detection means that you have exact target location, i.e., a hard return from radar or sonar or visual sighting. Area detection means you have a general idea of the enemy's location, i.e., from emissions detection. A Point Detection results in a DRM when conducting a Strike whereas the Area Detection simulates a Bearing Only Launch (BOL) resulting in a smaller chance to hit.

17.1.3 Strike Chart

Consider a Naval unit to be a Hardened Target on the Strike Chart and cross-reference the appropriate Strike value. Carrier-based Air Units use the appropriate "Naval #" column where the # corresponds to their Strike Rating. [23.4.1.1]

Apply the Naval Strike DRMs as indicated on the Strike Table.

Strike results may cause Naval units to retreat or be removed from the map [27.4].

17.1.4 Naval Air Defense Fire

Naval Units in an All-Sea hex may choose to use normal ADF [24.0] values; otherwise, it may use its own as detailed below.

Naval Units within Inshore or At Sea Boxes/Sea Zones use normal procedures with the following exceptions:

1. **ADF:** Values are as follows and are applied if the type of unit is in the Box/Zone regardless of whether or not it is the target (use only one set of values if multiple types are present):
 - a. US CVBG - Detection: 8, SAM: 8, AAA: 3
 - b. US/JPN SAG/AMPH - Detection: 7, SAM: 6, AAA: 2
 - c. PRC CVBG/SAG - Detection: 6, SAM: 6, AAA: 2
 - d. Other - Detection: 5, SAM: 1, AAA: 1
2. **Naval AAA:** This may always be used to fire on Cruise Missiles/Air Strikes (hereafter Strikes), whether or not the Strike is Detected. In this instance, Naval AAA against these Strikes is referred to as Close-In Weapon System (CIWS). Before resolving the Strike, use the appropriate AAA column. Apply results normally except that an "X" or "A" result causes the Strike to miss. All Naval units receive a "-1" DRM for CIWS fire. USN Naval Units receive an additional "-1" DRM for CIWS fire vs. Cruise Missiles. When CIWS is used against an Air Strike using Stand-off weapons, "A" and "X" results have no effect on the Air Unit, but do cause the Strike to miss.
3. **Early Detection:** Any "D" result from a Naval Unit detection when using its own ADF values is considered an "ED" result if against a Strike targeting the Naval Unit.
4. **Interception:** Any Air Unit in the Air Superiority Box can be used as an Interceptor for a Strike against Naval Units in an All-Sea hex, Port, or Inshore Box if within the intercepting unit's range. Naval Air Units in the Ready Box on a CV/CVN in the same At Sea Box/Sea Zone or Inshore Box as the Strike can be used as Interceptors against a Strike in either Box. Naval Air Units not destroyed or Aborted which are used for interception are *not* returned to the Flown box of their carrier, they are placed in the Ready Box instead.

17.2 Victory Points

5 VPs are earned for each "X" result inflicted.

17.3 Naval Surface Combat

A Naval unit in the same At Sea or Inshore Box as a Detected [17.1.2] enemy naval unit may conduct Surface combat against that unit. A Naval unit in an All-Sea hex may conduct Naval Surface Combat against a Detected enemy Naval unit in an All-

Sea hex within 10 hexes. The 10 hex path may not cross a land hexside. During each Combat Segment, conduct a Strike against the detected unit using the Naval Surface Combat column which corresponds to the unit's Combat Support Rating. This is considered to be a Cruise Missile strike for all other purposes, i.e. DRMs and CIWS.

Naval Surface Combat is conducted in each Combat Segment and is considered to be simultaneous.

Exception: An undetected firing unit may fire and have its results applied before a detected enemy fires. Therefore, the decision to fire from an undetected unit must be made prior to all other Naval Surface Combat

17.5 Naval Display

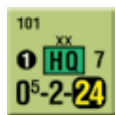
The Naval Display is an off-map display which contains boxes generalizing the surrounding At Sea boxes. It also contains range information for conducting Air Strikes from various Basing Boxes.

Design Note: This may not be present in all games.

17.5.1 Control Effects on Retreats

Rather than requiring a retreat when Control of an At Sea or Inshore Box changes, a naval unit may elect to remain in its location and incur an automatic Strike 1 hit.

18.0 Formations and HQ Units



Most of the game's ground combat units have their unit type symbol colored to designate their Formation [15.2.10]. This is important for subordination purposes.

HQs are among the most important units in the game. HQs have inherent combat capabilities and allow subordinate units to Reconstitute and receive replacements [27.9.3]. The loss of an HQ and its capabilities can be a crippling blow to a formation.

18.1 Subordination

All ground units in the game are subordinate to certain "parent" HQ units, as follows:

1. All units with a colored unit type symbol are subordinate to the HQ with that same color.
2. All units with a white unit type background and/or no higher Formation designation are subordinate to any of their country's HQs.

Subordination is important for purposes such as HQ Combat Support and Supply Determination.

18.2 HQ Combat Capabilities

Each HQ is assumed to include combat support elements such as Engineers, Reconnaissance assets, electronic warfare units, organic artillery, and, for some countries, Unmanned Aerial Vehicles (UAVs) for both reconnaissance and strike. These assets are represented as combat capabilities by an HQ Strike Capability and additional support strength in combat.

Each HQ can utilize its combat capability twice during a game turn. It may, however, use this capability only once in any single Strike Phase or Combat Segment (so it may not, for example, support two combats in the same Combat Segment).

Rotate the HQ 90° (just like Attack Helicopters) when the HQ conducts a Strike or supports a combat. An HQ that is rotated 180° is not eligible to use any combat capabilities this GT.

HQ Combat Capabilities can be reduced by enemy Special Operations Forces Raids or Strikes via placement of Strike markers. [27.3]. Each time an HQ receives a Strike result, it loses one of its Combat Capabilities for the rest of that game turn.

During the Reorganization Phase of each game turn, depending on its status, an HQ may rotate back to full capability [see SOP].

18.2.1 Support Strength

When applying support add the full range value of the HQ support as combat strength. A reduced strength HQ's support capability is unaffected.

Example: if a DPRK 5-5-8 Mech Inf Bde is attacking a USMC 1-1-4 battalion, the initial odds are 5:1. Both sides apply one HQ to support, each with a range, and combat support value, of "4." Now the ratio is 9:5, which becomes 1.5:1.

In order to be eligible to receive support, the attacked hex must be within the range of the HQ providing the support and at least one of the units involved must be subordinate to the HQ providing the support.

No more than two HQs may support an attack; no more than one HQ may support the defense.

Exception: Supreme HQs may not provide combat support.

18.2.2 HQ Strike

An HQ Strike may be made against any detected [21.0] ground combat unit, HQ, or MSU in range of the HQ unit. The Strike range for HQs is listed on the counter.

HQ Strikes are resolved on the Advanced Strike Table. Use the appropriate column. If the firing HQ has taken a step-loss, apply a "+1" DRM to the Strike.

HQs may also conduct Interdiction Strikes. Resolve this on the Advanced Interdiction table by Cross-referencing the HQ's Support Strength with the type of terrain.

A unit may not be the target of more than one HQ Strike in a Phase.

18.2.3 Air Defense DRM

HQs provide a "-1" DRM to any ADF against enemy units landing or performing a mission within two hexes of the HQ. This ADF capability may be used any number of times in a game turn and does not count against the HQ's combat capabilities.

18.2.4 Chemical Weapons (CW) Support

Each supplied non-Supreme HQ may be used to place a Chemical Weapons (CW) marker on combats involving non-isolated subordinate units. The attacked hex must be within the HQ's range and a CW Point must be available. A player will have a given amount of markers as specified in the Game Specific Rules. Once a marker is placed, the effects last until the marker is removed at the end of the turn. In general, a CW marker reduces the efficiency rating of units in the target hex by three (two if all defenders are U.S.).

18.2.5 HQ Capability Restrictions

HQ Combat Capabilities may not be used if the HQ is in an All-Sea hex (i.e., aboard an AMPH), Inshore Box, or At Sea Box.

18.3 Supreme HQs

Generally, each side in the game will have a Supreme HQ, to which all other units are subordinate.

18.3.1 Combat Capabilities

Supreme HQs have the same combat capabilities as other HQs with the exception of combat support and providing CW support. Additionally, they have an extended range, as shown on the counter, for their HQ Strikes (representing Surface-to-Surface missiles).

18.4 HQ Step Losses

HQs with a step loss incur a “+1” DRM to their HQ Strike capability.

Supplied, non-isolated HQs may replace a step loss during the Reinforcement and Replacement Phase of each game turn. Unlike other ground units, they recover a step by expending Supply Points. Reconstitution requires Supply Points and Replacement Points. See the Replacement/Reconstitution table on the Standard & Advanced Play Aid.

18.5 Elimination

HQs are eliminated, like other units, when all of their “steps” are destroyed. As a step in each turn’s Reinforcement and Replacement Phase, each player may pay two Supply Points [19.5] (or five for Supreme HQs) as well as one Replacement Point to reconstitute an HQ. Rotate an HQ which is reconstituted 90 degrees to indicate that it loses one combat capability for the following turn. Reconstituted HQs are placed, at full strength, on the map by choosing the first attainable condition from the following list:

1. In a friendly country within four hexes of a supplied, non-isolated subordinate unit.
2. In the same or adjacent hex to the Supreme HQ.
3. In any friendly Urban or City hex.

The HQ may never be placed in an EZOC or in a hex that is out of supply or isolated.

19.0 Supply

Design Note: *In order to perform at maximum effectiveness, ground units must be “in supply.” This represents the steady flow of beans and bullets (food and ammunition) as well as spare parts, clothing, mail, and everything else a unit needs to be fully functional.*

These rules supersede the optional supply rules in the Standard Game. Supply is checked twice in Initiative Turns and only once in Contested Turns as per the Sequence of Play.

19.1 Supply Sources

Each side has four possible Supply Sources: Urban hexes, Supply Depots, Mobile Supply Units (MSUs), and Beachheads. Each has a range over which it can supply HQs and ground units. Ranges (in Motorized MP) are:

Mobile Supply Unit (MSU)	4 MPs
Beachhead	4 MPs
Urban hex (in friendly country)	6 MPs
Supply Depot	8 MPs

Urban hexes in a friendly country that do not contain an enemy control marker are supply sources throughout the game. Such hexes with an enemy control marker cease to function as supply sources until they are retaken by friendly forces.

A Beachhead counter functions as a supply source only as long as the owning player controls (not Contested) the Inshore box of the Sea Zone in which it is situated and it is not a Storm turn. Use the appropriate side of the Beachhead counter to indicate its supply status.

19.2 Line of Communication (LOC)

In order to be in supply, ground units (including HQs) must be able to trace a contiguous line of hexes free of enemy units, EZOCs, prohibited terrain, or enemy-controlled Urban, City, or Installation hexes, back to a Supply Source (according to Supply Source range) or to a parent HQ (no more than 4 MPs) which is itself in supply during the Supply Phase of each game turn. EZOCs occupied by friendly units do not affect tracing a LOC. This line is traced as if a motorized unit was using ground movement from the unit to the parent HQ/Supply Source.

Units which are already in supply at the time they use Airborne [8.5.3] or Airmobile [8.5.4] Movement or Amphibiously Assault [8.5.8] are considered to be in supply for the remainder of that turn.

In order for an MSU to provide supply to other units, it must itself be in supply from either a Supply Depot or an Urban hex.

A combat unit may trace to an adjacent Supply Source or in supply HQ regardless of the movement cost. A Leg unit may always do so; a Motorized or Mechanized unit may only do so into terrain which is not prohibited to it for movement.

19.3 Supply Points



Each scenario designates the number of Supply Points that each side receives at the start of the game. Players place their “Supply Points” markers on the Game Record Track to record the number of Supply Points available. Each player may spend Supply Points throughout the turn for creating MSUs, converting MSUs into Supply Depots [19.4], providing Emergency Resupply [19.6], Reconstituting HQ units [18.4], rebuilding Destroyed Installations [27.9.1], repairing Air Defense Tracks [27.9.2], and Replacements for Air Units [27.9.3.1].

Once a player’s Supply Points reach zero, he may no longer spend them for any purpose until more Supply Points arrive.

Supply Points can be replenished if the scenario dictates that a certain number are received during the game or by converting depots or MSUs back into Supply Points. Supply Points can also be gained by eliminating enemy Supply Depots and MSUs [19.4.1].

19.4 Supply Depots and MSUs



Each nationality begins with a number of Supply Depots as specified in the scenario. The Depots may set up anywhere in a player’s home country as desired. Mobile Supply Units do not begin the game on the map. Instead, they can be “bought” with Supply Points or “created” from Supply Depots during each game turn.



During the First Supply Phase of each game turn, both players may spend Supply Points to create MSUs. It costs one Supply Point to create an MSU. These units are placed atop a Supply Depot or friendly Urban hex in a friendly country. They have a movement allowance and may move normally (using Motorized movement costs) during any friendly Movement Segment. They may be transported by Sea Transport in the same manner as other units.

MSUs may also be created by removing a Supply Depot. During the Supply Phase, a player can create two MSUs by eliminating one Supply Depot. The new units are placed in the Depot's former hex and may then move normally. This process costs no Supply Points.

MSUs may be converted into Supply Depots at a cost of two Supply Points. To do this, flip an MSU to its Supply Depot side in the hex it occupies and decrease your Supply Points on the Game Record Track by two. This hex must itself be in supply from a Supply Depot or Urban supply source.

Players may "convert" Supply Depots and MSUs into Supply Points, if desired (this might become necessary, for example, if a player has lost several HQ units but has no Supply Points to replace them).

Players may create new Supply Depots by spending 4 Supply Points. New Supply Depots may only be created in hexes which are themselves in supply from another Supply Depot or an Urban hex.

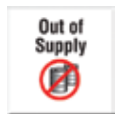
Neither player may ever utilize more supply units than the number included in the counter-mix. It is an absolute limit. Note that Supply Depots/MSUs eliminated for any reason are available to be rebuilt.

19.4.1 Combat

Supply Depots/MSUs either alone or stacked with other units may be attacked like any other units. They may only be used to satisfy step losses if there are no other units in the hex still capable of taking a step loss. If forced to retreat, Supply Depots are eliminated, while MSUs are eliminated only if forced to retreat into an EZOC.

Supply Depots and MSUs eliminated in ground combat provide the eliminating player one Supply Point, which is immediately added to his total on the General Records Track.

19.5 Effects of Being Out of Supply



A unit which is out of supply (OoS) has its Attack and Movement ratings halved (rounding down to a minimum of one), and its Efficiency Rating reduced by one.

Any unit which is out of supply may not move in either the Elite Reaction or Exploitation Movement Segments.

Airmobile Mobility class units that are out of supply cannot move by intrinsic airmobile movement until resupplied. (They could be moved by expending Airmobile Points.)

HQs that are out of supply have no combat capabilities (rotate them 180°) and no capacity to provide DRMs for Air Defense Fire.

Units which are out of supply may not receive Replacements even if placed into Supply via Emergency Resupply.

19.6 Emergency Resupply



During either Supply Phase of the Game Turn, both players may expend Supply Points to attempt to resupply ground units. Players may also convert Supply Depots and MSUs into Supply Points during these Phases. The counter mix represents a limit on the number of markers which may be placed.

A player may spend up to three Supply Points in a Supply Phase. Each point of allocation can be used to resupply an individual unit OR the three points can resupply one HQ. When this occurs, decrease the player's remaining Supply Points (one for each individual unit OR three for an HQ) and roll once for each such attempt on the Emergency Resupply Table. If the result is "Supply", mark the unit(s) with an Emergency Resupply counter. If an HQ is successfully resupplied, it may resupply all subordinate units normally. Otherwise, it remains unsupplied. In either case, the SPs are spent. Only one resupply attempt may be made per unit or HQ in any given Emergency Resupply Phase. Emergency Resupply lasts for the entire turn. The marker is removed during the appropriate step in the SOP.

When converting Supply Depots or MSUs to Supply Points, remove the Depot or MSU from the map and add one (for MSUs) or two (for Depots) Supply Points back to the player's total on the Game Record Track.

19.7 Isolation



Isolation is not the same, in game terms, as being out of supply. While supply deals with units that are unable to receive adequate food and munitions for combat, isolated units represent those which are cut off from their formations and completely surrounded by enemy units.

19.7.1 Determining Isolation

During the Isolation/Surrender Phase of each game turn, both players determine which, if any, of their units are Isolated. Players place "Isolated" markers atop such units.

Isolated units are those that cannot trace a path of contiguous land hexes (of any length) free of enemy units or their ZOCs to any friendly Supreme HQ or Supply Source [19.1]. EZOCs occupied by friendly units do not count for this purpose. The GSR may modify the conditions for Isolation.

Units which currently possess an Emergency Supply Marker are never considered Isolated.

Exception: Airborne, Airmobile, and Marine units can never become Isolated on the same turn that they use Airborne or Airmobile Movement or Amphibiously Assault.

19.7.2 Effects of Isolation

The attack, defense, and movement ratings of Isolated units are halved (rounded down to a minimum of 1). Strike marker [27.3] effects should be assessed before halving. If a unit is both OoS and Isolated, all effects apply, but a value can only be halved once. Isolated HQs cannot use any combat capabilities (rotate them 180°), nor can they modify Air Defense Fire. Isolated units cannot receive replacements. Isolated units are subject to surrender (see below).

19.7.3 Recovering from Isolation

As the first step in the Isolation/Surrender Phase of each turn, both players remove Isolation markers from units that are no longer Isolated.

19.7.4 Surrender

During the Isolation/Surrender Phase of each game turn, both players determine whether any of their isolated units surrender.

Make an ER Check [2.3.3] for each Isolated unit, including those that just became Isolated this turn.

Units that fail this check immediately surrender. They are permanently removed from the game and are worth twice as many VPs as eliminated units. Surrendered units cannot be reconstituted.

20.0 Special Operations Forces

Design Note: *Most nations have numerous and capable Special Operations Forces units. These units are highly trained for specific missions and are usually found operating behind enemy lines. As we have seen in the recent operations in Iraq and Afghanistan, they are an integral and important element of modern war-fighting.*

20.1 Mission Allocation and Eligible Targets

20.1.1 Special Operations Forces Mission Markers



Both sides receive a specified number of Special Operations Forces (SOF) Mission markers listed in the scenario setup. Each side may also receive new markers on certain game turns as designated by the reinforcement schedule. During the SOF Phases of each game turn, each player, as designated by the SOP, may allocate some or all of his SOF markers to missions (up to the limit of SOF markers that he has) and resolve the missions.

20.1.2 Allocation Procedure

To allocate missions, a player places his SOF marker atop an eligible enemy target on the map. When allocating missions, players allocate all of their missions before resolving any. It is permissible to allocate a marker to Recon in the hopes of being able to subsequently Raid the Recon target, but, should the initial Recon mission fail, the second marker may not roll and must still roll for survival.

20.1.3 Eligible Mission Targets

1. All Airfields and Installations on the map may be targeted for an SOF “Raid” Mission.
2. Any detected [21.0] enemy HQ, Supply Depot, or MSU is an eligible target for an SOF “Raid” Mission.
3. Enemy Detection & SAM Tracks are eligible targets for an SOF “Detection Track Raid” Mission.
4. Any enemy Airfield or Installation or any detected enemy unit is eligible as a target for an SOF “Targeting” Mission.
5. Any enemy Attack Helicopter based in a non-Airfield/Airbase City or Urban hex is an eligible target for an SOF “Raid” Mission.
6. Any undetected enemy unit is an eligible target for an SOF “Recon” Mission.

7. Some hexes can be targeted for an SOF Interdiction “Raid” Mission.
8. Land-based Theater Weapons (as defined in the GSR) are eligible targets for an SOF “Raid” Mission.

20.2 Mission Types

20.2.1 Raids

Each SOF Raid mission may target a single one of the following. (You must allocate multiple raids if you wish to attack multiple units/Installations in a single hex.)

- Any detected HQ, Supply Depot, or MSU.
- Attack Helicopters, Airfields and Installations.
- Mountain, High Mountain, Urban, Highland, Highland Woods, Flat Woods, and Rough Woods hexes targeted for Interdiction [23.4.4].
- Enemy Detection and/or SAM Track.
- Enemy Theater Weapon Points.

A hex, unit, or Installation can only be the target of an SOF Raid once per turn.

A Raid is performed by rolling on the SOF CRT. Cross reference the die roll with the “Raid” column for the appropriate terrain type in the hex and the type of unit/Installation/hex being attacked and apply the results. All successful results are given as Strike 1, Strike 2, or Step Loss. If the mission is successful, immediately place a Strike Marker or allocate a step loss to the attacked unit in accordance with the raid result. If the target of the Strike was an Airfield or Airbase, and Strike Damage resulted from the Raid, roll for Collateral Damage. If the target of the Strike was an Attack Helicopter, any result causes a Step Loss against the unit.

20.2.1.1 Raid Enemy ADF Track: Each player may Raid the Detection and/or SAM marker on the ADF Track. Unlike other mission targets, the Detection/SAM markers can be attacked more than once per turn, provided the player allocates an SOF marker per mission.

To resolve an attack, roll once per mission on the “Attack Detection/SAM/Theater Weapons” column of the SOF CRT and apply the results as per the chart.

20.2.1.2 Raid Enemy Theater Weapon Points: Similar to the ADF Track, Theater Weapons Points, i.e., Cruise Missile or SCUD markers, can be attacked more than once per turn, provided the player allocates a SOF marker per mission.

To resolve an attack, roll once per mission on the “Attack Detection/SAM/Theater Weapons” column of the SOF CRT and apply the results as per the chart.

20.2.2 Reconnaissance

Recon Missions are allocated against undetected enemy ground units, supply units, or HQs. No more than one Recon attempt may be made per enemy unit per turn.

To perform a mission, roll a die and read the result for the terrain in the hex and the type of unit being detected under the “Recon” column of the SOF CRT. A “D” result indicates a successful mission. Place a “Detected” marker on the enemy unit. Note that a Raid or Targeting Mission can be allocated against a unit that was

detected by Recon in the same Phase, as, while all SOF missions must be declared before any are resolved, they are resolved in any order the owning player desires.

20.2.3 Targeting



Each player may use SOF markers to “Target” detected units and installations. A successful Targeting mission allows the targeting player to apply favorable DRMs against the targeted unit or Installation during subsequent Strike missions throughout the remainder of the turn.

To resolve a Targeting mission, roll one die on the “Targeting” column of the SOF CRT. A “T” indicates the unit is targeted.

Place a “Target –1” or a “Target –2” marker on the targeted unit as indicated by the Game Specific Rules.

Targeted markers move with the unit and are removed in the Reorganization Phase.

20.3 Special Operations Forces Survival

After each SOF Mission has been resolved, immediately roll for Survival on the “SOF Survival” Table for the SOF marker which conducted the mission. Roll the die and cross-reference the die roll on the table, applying all modifiers, to find the result. A counter which is Eliminated is placed in the Eliminated box on the Game Information Display and is available as a reinforcement later. If a counter is not Eliminated, it is placed in the Used box until it is moved to the Available box in the Reorganization Phase.

Design Note: *The U.S. has a potentially significant advantage in survivability. This represents their superior air insertion and retrieval capabilities, not necessarily more highly skilled units.*

20.4 Reinforcements

Each side may receive additional SOF markers as reinforcements. These can be taken either from counters not yet in play or from those in the Eliminated box on the Game Information Display. However, in no case can a player have in play more markers than are in the counter mix. Such reinforcements unable to be used are lost.

21.0 Detection



In the Advanced Game, ground targets must be Detected before they can be attacked by Strike Missions (Cruise Missile Strikes, HQ Strikes, Helicopter Strikes, or Air Strikes). Enemy units may be Detected in one of four ways:

1. Automatic Detection.
2. Air Reconnaissance due to the Air Superiority Level (all ground units except HQs and Supply Depots).
3. Electronic Detection (HQs but not Supreme HQs).
4. Detection by Special Operations Forces Reconnaissance (all units).

21.1 Automatic Detection

The following targets are always “Detected” for purposes of Strikes:

1. All Installations.
2. All enemy ground units adjacent to a friendly ground unit.

21.2 Air Reconnaissance

Each turn, the Air Superiority Level [22.6] indicates a range from a friendly Airbase or Airfield in which enemy ground combat units in Flat, Rough or Marsh, any type of road, or over-stacked hexes are automatically detected. This reflects Theater Reconnaissance assets such as the U.S. JSTARS platforms, as well as tactical reconnaissance capabilities and UAVs. HQs and Supply Depots are never detected by Air Reconnaissance.

Note: Units in non-Road or Highway Flat Woods, Rough Woods, Highland, Highland Woods, Urban, or Mountain/High Mountain hexes are never automatically detected by Air Reconnaissance.

21.2.1 Detection Ranges

Refer to the Air Superiority Table on the map for Detection Ranges associated with the Air Superiority Level.

An Airbase/Airfield with a Strike 2 or Destroyed marker on it cannot be used for Detection.

Do not place “Detected” markers on units that are detected automatically or via air reconnaissance. This detection type represents a range of detection at any particular time in the turn, not a particular unit that has been Detected for the duration of the turn.

21.3 Electronic Detection

Design Note: *This represents each side's efforts to detect the other's HQs by a host of electronic means. Some nations, with superior electronics and advanced Electronic Warfare capabilities, have a big advantage in this area.*

During the Electronic Detection Phase of each game turn, each player rolls on the Electronic Detection Table to attempt detection of specific enemy HQ units. Supreme HQs cannot be chosen as targets for Electronic Detection. The Electronic Detection Table and the GSR will indicate the number of allowable rolls per nation.

To resolve each attempt, designate the target and roll once on the Electronic Detection Table under the appropriate column. A player may attempt to detect a target more than once in the phase. A “D” result indicates that the targeted HQ was “Detected”. Place a “Detected” marker on all detected targets.

21.3.1 Weather Effects

Storms reduce each nationality's attempts by one, e.g., if the U.S. intervened, then the four attempts to which the Allies would be entitled are reduced to two attempts.

21.4 Special Operations Forces Reconnaissance [20.2.2]

SOF Recon is the only means by which to detect the enemy Supreme HQ or Supply Depots that are not adjacent to a friendly combat unit.

21.5 Naval Detection

[see 17.1.2]

22.0 Air Power

Design Note: *This air game is not for the faint of heart. It will add significantly to the time necessary to play the game. It will also provide a much more accurate look at how the belligerents might fight a future war and use air power to affect the outcome.*

The Advanced Game uses the air units included in the counter mix.

Important: *Ignore all Standard Rules regarding Air Points and Air Defense Fire. Substitute the following rules instead:*

22.1 Air Unit Basing

The Basing Box [22.4] for an Air Unit is important for purposes of range and possible destruction as friendly Airbases/Airfields are damaged, destroyed, or captured.

22.1.1 The Air Display

The Air Display is the focal point of the Advanced Air Game. All air units are placed in one of the boxes on this Display, which represent Airbases/Airfields in the operational area. Smaller boxes represent Carrier-based aircraft in the surrounding Sea Zones or Inshore Boxes.

22.1.2 Basing Limitations

The GSR restrict where Air Units may base.

22.1.3 Basing Boxes

The Air Display includes boxes divided into areas for Ready, Flown, and Aborted Aircraft. In some cases, a Recovery area is shown. All Air Units not currently flying a mission will be in one of these boxes. Only units in the “Ready” box are eligible to fly missions. Units in the “Abort” or “Recovery” box must pass a maintenance die roll (listed in each box) to move to the “Ready” box during the Reorganization Phase. Units that fail that die roll spend the following turn in the “Flown” box instead. Units in any box may also be damaged as a result of enemy strikes or raids.

22.1.4 Damage to Units in Basing Boxes

Units in basing boxes may receive damage when friendly Airfields or Airbases are damaged (or destroyed) or captured. [27.6]

22.2 Aircraft Ratings, Weather, and Mission Eligibility



Each air unit contains several numeric values; for an explanation of the ratings, see 15.2.

Air units may not fly a mission for which they do not have a rating of “1” or more. This rating may be modified by weather, as follows:

22.2.1 Weather Effects on Air Unit Ratings

Bad weather can degrade an air unit’s combat ratings, as follows:

22.2.1.1 Overcast: All units that have an “A” in the upper left corner of their counter (to denote “All-Weather” capability) fly normally during Overcast turns. Units without the “A” rating have all three of their combat ratings halved (rounded down). Note that this may reduce some units ratings (i.e., “1”) to “0”, thus making them ineligible to fly missions that utilize that particular rating. Units which are obviously incapable of flying any missions, i.e.,

all ratings are “1” or less, may be moved to the Flown box as a reminder that they may not fly any missions.

22.2.1.2 Storms: Units with an “A” rating have all three of their combat ratings halved (rounded down). Units without an “A” rating are prohibited from flying during Storm turns. Ready air units that are prohibited from flying due to Storms (or because the weather has reduced all of their combat ratings to “0”) are moved from the “Ready” box to the “Flown” box during the Weather Phase.

22.2.2 Carrier Air Wings Eligibility

Carrier based air units may be ineligible for particular missions based on their range and the location of the parent CV unit. The GSR will detail the range effects and list wing compositions.

22.3 Aircraft Range

The range of each aircraft (the letter in the upper left hand corner of the counter: S = Short; M = Medium; L = Long; U = Unlimited) determines how far an air unit can fly, and from where. Range allowances will be specified in the GSR.

22.4 Moving Units on the Air Base Displays

At the start of a game, all At Start air units will begin in one of the Air Display’s “Ready” boxes.

During the Air/Naval Phase, each player may move any eligible air units from “Ready” boxes to the Air Superiority Box. Any units that are “Aborted” during Air Superiority Combat (or any combat throughout the turn) are immediately placed in the “Abort” box in their base country (or carrier).

Units remaining in the Air Superiority Box at the conclusion of Air Superiority Combat are the only units eligible to fly Escort or Interception missions during the remainder of the game turn. As units are chosen to fly these missions, remove them from the Air Superiority Box and place them with their mission on the target on the game map. After the mission is complete, if they were not Aborted, they are placed in the “Flown” or “Recovery” area of their original basing box (or carrier).

Carrier-based units must move with their CVs and CVNs. If their carrier changes sea zones, the Carrier Air Wing moves to the appropriate Carrier Box of the sea zone. Each unit is placed in the same box it occupied in the other sea zone.

During the Reorganization Phase of each game turn, all units in “Flown” boxes are moved to the same base’s “Ready” box. Each unit in the “Abort” or “Recovery” box undergoes a maintenance check to determine whether it will fly missions during the next game turn. Roll one die for each such unit. If the result falls within the range listed on that base’s “Abort” or “Recovery” box for “Ready,” place the unit in the “Ready” box. If not, place the unit in the “Flown” box.

During the Reinforcement and Replacement Phase of each game turn, a side may receive air units as reinforcements. When this occurs, place the reinforcements as specified in the Game Specific Rules.

22.5 Air Superiority and Air Combat

In the Advanced Game, Air Superiority Levels are determined by performing Air Superiority Combat during each turn's Air/Naval Phase. Each side's aerial reconnaissance capabilities are determined by the Air Superiority Level for this Game Turn.

22.6 Air Superiority

Air Superiority Levels are determined by the ratio of friendly and enemy aircraft remaining in the Air Superiority Box of the Air Display at the end of Air Superiority Combat. Refer to the Air Superiority Display on the map. If one side has zero units in the Air Superiority Box, consider it to have one unit for the purposes of calculating Air Superiority.

22.6.1 Allocating Units to Air Superiority


During the Air Superiority Sortie Step of the Air/Naval Phase of each Game Turn, both players count the number of their Airbases/Airfields with Strike markers. The owning player must move half that number of aircraft (rounded down to a minimum of 1) to the Flown box in the appropriate Basing box.

Next, both players count the number of their Airbases/Airfields either captured or destroyed in the previous turn or the current turn's Initiative Special Operations Forces Phase (if applicable). Note that there is a marker for recording this on the General Records Track. The opposing player may move half that number of aircraft (rounded down to a minimum of 1) into the Flown box in the appropriate Basing box.

Both players may then place any aircraft units with an Air-to-Air Combat Rating of at least "1" (after modifying for weather) in the Air Superiority Box of the Air Display. Any Ready unit within range may be used in the Air Superiority Combat. The player with an AWACs Advantage of one or more places second. If the AWACs Advantage marker is in the "0" box, then both players place simultaneously.

22.6.2 Outline of Air Superiority Combat

Once the units are placed, Air Superiority Combat ensues. It is composed of the following steps:

1.  Check the AWACs Advantage Level (marked on map). The side with Advantage chooses that many engagements, followed by his opponent choosing one. If the AWACs Advantage is 0, alternate, Initiative/First player first, choosing engagements.
2. If, after choosing all engagements, one side has remaining unengaged air units, the owning player may choose to:
 - Engage the air unit against the enemy unit of his choice (this would mean two air units "ganging up" on an enemy unit).
 - Avoid combat. The excess units automatically survive Air Superiority Combat and remain in the Air Superiority Box at the conclusion of combat.
3. Perform Air Combat according to [22.6.3].
4. All units that survive Air Superiority Combat, along with any excess units that chose to avoid combat, remain in the Air Superiority Box.
5. Determine this turn's Air Superiority Level, based on the ratio of each side's remaining air units in the Air Superiority Box.

6. If a side achieves Air Supremacy, move the AWACs Advantage in its favor by two; if any other level of Air Superiority, then change it by one.

Example of Air Superiority Adjustment: The PRC currently has an AWACs Advantage level of "1". The Allies achieve Air Advantage. The AWACs Advantage marker is adjusted to "0".

22.6.3 Air Combat

Air Combat is resolved in the following three stages:

- **Long-range Combat:** This is the first stage of combat that occurs, as air units with long-range sensors and weapons engage at 30-100 miles. Any unit with "***" after its Air Combat Rating may fire during Long-range combat. All Long-range combat is simultaneous.
- **Stand-off Combat:** This stage occurs after Long-range combat. It represents units firing radar-guided missiles at ranges of 10-30 miles. Any unit with "*" or "***" after its Air Combat Rating may fire during Stand-off combat. Stand-off combat is simultaneous, regardless of Air Combat Ratings, except in the case of units which earned Advantage over their opponent in an earlier combat step, which always fire before their "Disadvantaged" opponent.
- **Dogfight Combat:** This is the concluding stage of Air Combat. It represents air units firing heat seeking missiles and guns at ranges from point-blank to 10 miles. All units are eligible to fire in Dogfight Combat. Dogfights are resolved sequentially, from highest to lowest Air Combat Rated unit. *Exception: A unit which earned Advantage over its opponent in an earlier combat step always fires before that opponent.* After all units with the same ACR have fired, losses are allocated before continuing with the next highest rated units firing. Dogfight combat is only considered simultaneous between two aircraft with the same ACR (except for Advantaged aircraft).

22.6.4 Multi-unit Engagements in Air Superiority Combat

Whenever a player who has excess units after all Air Superiority engagements have been chosen decides to engage enemy units with his excess units, multi-unit engagements will occur. A single engagement may never contain more than three air units (two against one). The following rules govern multi-unit engagements:

22.6.4.1 Engaging: The unit that is being attacked by two enemy units may fire at either unit but not both during a given stage. It may fire at one unit in one stage and the other in a subsequent stage. If it is Advantaged, that Advantage is only against one of the opposing units (the one against which it obtained the "Ad" result).

If the two units both have Long-range or Stand-off capability, they both fire simultaneously at the single unit with any results being cumulative. In dogfights, however, if the two units have different ACRs, their fire is not simultaneous and results are applied separately as they fire.

22.6.4.2 Re-engagement: Re-engagement is allowed only during Air Interception Combat and never in Air Superiority Combat. Units that destroy or abort their enemy during the Long-range or Stand-off stage of Air Superiority Combat may not engage another enemy unit. They are finished for the remainder of Air Superiority Combat.

22.6.5 Resolving Air Combat

To resolve an Air Combat, the firing player compares the Air Combat Rating [15.2.3] of his aircraft to the Air Combat Rating of the defending aircraft. The difference determines the initial column of the Air Combat Table on which the combat will be resolved.

The attacking player then determines any DRMs which may apply to the type of combat. Refer to the Air Combat Table for applicable modifiers.

The attacking player then rolls the die, applies the modifiers and cross-references the result with the appropriate column. Results are applied after all air units with the same Air Combat Rating have fired.

If two units gain an Advantage result against each other, neither receives the Advantage (treat as no result for both).

22.6.6 Breaking Off

A player may, after any round of Long-Range or Stand-off combat, voluntarily Abort an aircraft unit. Simply place the unit in the appropriate Abort Box. Attacker declares first.

Example: A U.S. F-22 intercepts a PRC Strike Mission consisting of one JH-7 escorted by a J-10. During Long Range Combat, the F-22 causes the J-10 to Abort; the JH-7 elects to Abort rather than face certain destruction.

22.6.7 Air Superiority Survival

Units which survive Air Superiority, may be used as interceptors or escorts in the subsequent Strike Phases.

23.0 Air-To-Ground Missions

Air units may perform multiple different types of air-to-ground missions. During either Strike Phase (note restrictions in the SOP for the Second Strike Phase), units in the Ready Box with a Strike Rating of “1” or more may perform Strike missions against eligible target units on the game map or against any enemy Detection, SAM, or AAA Track [24.0]. Wild Weasel [15.2.9] units may only perform Wild Weasel Strikes against enemy SAM or Detection tracks. During any Combat Segment, any unit with a Combat Support Rating of “1” or more may perform a Combat Support Mission. Players may also conduct Aerial Mining Missions [23.6].

23.1 Preparing and Allocating a Mission

Up to four units can participate in a given air-to-ground Strike mission: up to two Strike air units as well as up to two non-Strike air units which can be assigned to the mission as Escorts from the Air Superiority Box or Wild Weasel Defense Suppression units from the Ready Box.

Units cannot fly a mission for which they do not have a rating of at least “1” (after adjusting for Weather). Thus, an F-15C with “5*-0-0” Combat Ratings could fly neither Combat Support nor Strike Missions, but, if it is in the Air Superiority Box, can Escort (or Intercept) those missions.

23.2 Allocation and Sequencing

At the beginning of each Strike Phase (or during the Combat Segment for Combat Support), each player announces the targets for his air-to-ground mission(s) per the Sequence of Play.

As missions are announced, each player places each air-to-ground mission (1 to 4 air units) in a stack on the map in or adjacent to its target hex. For Strikes and Wild Weasel missions, all missions must be announced before any are resolved. For Combat Support missions, all missions (attacker and defender) are announced, placed, and resolved one at a time, as ground combats are announced and resolved.

Any attacking unit that survives ADF (Detection, possible Interception, SAMs, and AAA) [24.0]) may resolve its mission.

23.3 Resolving Wild Weasel Missions



Wild Weasel Missions [15.2.9] may be allocated against enemy Detection and SAM Tracks [24.1]. They may also accompany Strike Missions as Defense Suppression.

These missions are allocated and resolved in the same manner as other Strikes, except that they are resolved before any other Strike Missions during each Strike Phase (i.e., the results achieved from Wild Weasel Missions lower the enemy Air Defense capabilities before other friendly Striking units come under attack.)

Each Striking Wild Weasel air unit in a mission must choose one of either the SAM or Detection Air Defense Tracks as its target. If two Wild Weasels are used in a single Wild Weasel mission, they may each attack the same Track or separate Tracks, at the owning player's discretion. Attacks are prosecuted in the same manner and with the same DRMs as Strike Missions, but they are always resolved in the same column of the Strike Table: where “Wild Weasel” and “Air Defense Tracks” intersect; see chart for results.

23.4 Resolving Strike Missions

Air Strike Missions may be targeted against:

1. Any detected enemy ground unit, Naval unit, HQ, MSU, or Supply Depot.
2. Any enemy Installation, Airfield, or Beachhead.
3. Each of the enemy's Air Defense Track markers (Detection, SAM, AAA).
4. Any hex to interdict movement.

Helicopter Strike Missions may be targeted against:

1. Any detected enemy ground unit, HQ, MSU, or Supply Depot.
2. Any hex to interdict movement.
3. Any enemy Beachhead.

No more than one Air Strike may be allocated against a single target per Strike Phase.

23.4.1 Air Strikes

Strike unit(s) in the mission individually attack the target. To resolve the attack, roll once per Strike unit and refer to the Strike or Interdiction Table. Cross-reference the unit's Strike Rating and the Terrain of the target (or use “Air Defense Track” or “Hard-

ened Target” rows if applicable). Read down the column to the intersection with the die roll result (as modified by DRMs) to find the Strike Result.

Strike die rolls may be modified as indicated on the play aid.

Results differ depending on the type of target being attacked. They include step losses, Strike hits, and decreases to the Air Defense Tracks. See the Strike Table for details. Apply all results immediately except for Collateral Damage [27.7.4] and reductions to Air Defense Tracks from non-Wild Weasel Strikes. Collateral Damage and Air Defense Track reductions are applied at the end of the current Strike Phase.

23.4.1.1 Naval (Carrier) Air vs. Naval Units: Carrier-based Naval Air Units receive an additional –1 DRM when conducting a Strike against a Naval Unit [17.1.4]. The GSR will define which Air Units are Naval Air Units.

23.4.2 Helicopter Strikes

Helicopter Strikes can be made against any valid target within the attack helicopter’s Range. Rotate the helicopter 90° if it participates in a strike mission. An Attack Helicopter that is rotated 180° is not eligible to perform a mission.

Each Helicopter Strike is composed of a single Attack Helicopter. No escorts or Defense Suppression Wild Weasels are allowed.

Helicopter Strikes undergo Local Detection [24.3] and, if detected, “Local” SAM [24.5.2] and AAA [24.6.2] Fire.

These Strikes are resolved on the Strike Table using the “Helo 1” or “Helo 2” (corresponding to the helo’s CSR) Strike columns.

23.4.3 Hardened Targets

Some targets in the game are considered “hardened” targets and have their own Terrain row on the Strike Table. These represent targets that are underground or specially protected and reinforced against air attacks. Hardened targets are:

1. Supreme HQs.
2. All Supply Depots (for either side).
3. Beachheads.
4. Ports (when attacked by Cruise Missiles/Theater Weapons [26.0]).
5. Naval Units.
6. Others as specified in Game Specific Rules.

23.4.4 Interdiction Results



If a Strike achieves a successful result on the Interdiction Strike Table, the hex is considered interdicted. Any unit moving through that hex pays an additional +1 or +2 MPs as indicated by the Interdiction Strike marker. In addition, no road movement is allowed into, through, or out of the hex. A unit which begins ground movement in an interdicted hex must pay the additional movement cost to leave the hex.

23.5 Resolving Combat Support Missions

The attacking player in a combat may allocate up to two air units [23.1] plus two other Escorts and/or Wild Weasels and/or one or two Attack Helicopters to support that combat. The defending player may allocate one combat support capable air unit plus two

other Escorts and/or Wild Weasels and/or one Attack Helicopter to support that combat.

If two air units are flying Combat Support for a given attack, they must both be part of the same mission. They cannot fly as separate missions. Each Attack Helicopter that flies a Combat Support Mission flies individually. Thus, there is one enemy Detection attempt against the air mission and one Detection attempt against each Attack Helicopter.

Air and helicopter units that survive enemy air defenses [24.0] apply their Combat Support Ratings (CSR) as DRMs to the ground combat. For units supporting an attack, their CSR is applied as a negative DRM. For units supporting the defense, their CSR is applied as a positive DRM. Thus, a U.S. A-10C provides a “–4” DRM to an attack or a “+4” DRM to a defense, while a U.S. Marine AH-1 helicopter would provide a “–1” or “+1”.

Adverse DRMs inflicted on aircraft or helicopter units flying missions are applied differently than against Strike and Wild Weasel missions. Since Combat Support aircraft and helicopters apply the CSR as a direct DRM to a ground combat, a “+” result from SAM and/or AAA is subtracted from the affected unit’s CSR. Thus, a U.S. AH-64 Apache unit (CSR = “2”) that takes a “+2” result from SAM and/or AAA fire loses both Combat Support points and cannot effectively support the combat.

23.6 Aerial Mining Missions

In any non-Storm turn, during each Strike Phase, each player may allocate one Aerial Mining Mission. To conduct such a mission, the player places a “1” density Mine Marker in the target hex. He may then assign up to two escorts and a Wild Weasel unit to the mission. If the target hex is along a friendly coastline and not adjacent to an enemy Naval Unit nor within two hexes of an enemy HQ, the mission undergoes Local Detection and, if detected, Local SAM but not AAA ADF; otherwise, use the Naval Unit’s ADF values or the enemy’s ADF values respectively.

The Mine Marker is treated as an air unit with a “(0)” Air-to-Air Combat Rating. Any result from ADF on the nominal Mine Marker “Air Unit” permanently removes the marker from the game.

Design Note: *Removal of the Mine Marker from the game represents the destruction of the limited assets which can conduct aerial mining.*

24.0 Air Defenses

Air Defense Fire (ADF) is resolved on the Advanced Game Air Defense Table. There are two air defense systems modeled in the Next War series. The first is each nation’s integrated air defense system of radars, interceptor aircraft, long-range SAM sites, and AAA sites. This system is represented in the game through each nation’s air defense tracks. HQ units, however, help extend the reach of long-range radars, interceptors, and SAMs as an Army advances. The second air defense system in the game is the “local” system of short-range SAMs and AAA found in the various armies to provide a bubble of protection over nearby military units. These rules replace the Standard Game ADF rules.

24.1 The Air Defense Network



Each side has an air defense network represented by a numbered track. Players move “Detection,” “AAA,” and

“SAM” markers up and down the tracks to represent each country’s current air defense capabilities. When a player attempts to detect or attack an incoming Air Strike, he uses his current track values to resolve the attempt. These tracks can be attacked by Air Strikes, Wild Weasel missions, and (for the Detection/SAM Tracks) Special Operations Forces [20.1.3] missions. If the SAM or AAA Track’s current value is “0,” that capability cannot be used although it can be repaired [27.9.2]. The Detection Track can be used when its value is “0.”

Important: Except in the case of Wild Weasel Missions, all Detection attempts are made before any subsequent Interceptor/SAM combat is allocated and resolved.

24.2 Detecting Air Strikes and Combat Support

Any time that an Air Strike or Combat Support mission is launched into the playing area or against either side’s Air Defense Track, the attacked side attempts to detect it using ADF values [24.1]. If the target is the Air Defense Track or the hex is either in an enemy country or within 2 hexes of an enemy HQ make a die roll on the Detection Table for each incoming mission (not once per aircraft in the mission) utilizing the target side’s current Detection value. The results on the Detection Table determine the side’s ability to defend against the mission: an “ED” result allows Interception and SAM/AAA fire, while a “D” result allows only SAM/AAA fire.

Mark detected strikes with any handy marker to designate which can be intercepted and which are subject just to ADF.

Play Note: For convenience, we suggest using “Target -2” for “ED” and “Target -1” for “D”; remember these do not denote DRMs for detection, Interception, SAM, AAA, or Strikes.

24.3 Local Detection

Local Detection is used against all Airmobile Movement, Attack Helicopter Strike and Combat Support, and any Air Strike, Combat Support, or Aerial Mining mission not using normal Detection [24.2]. For each such air mission or Attack Helicopter, the opposing player rolls once on the Detection Table, under the “Local” column. A “D” result indicates that the mission is detected.

Units which are detected by Local Detection are attacked by SAMs and AAA using the respective “Local” columns of the Advanced Game Air Defense Table.

Use of Local ADF (Det, SAM, AAA) is independent of the values on the ADF Track.

24.4 Intercepting Air Strikes/Combat Support

First, each player may allocate interceptors from his air units in the Air Superiority Box against any enemy strikes or combat support missions within range that were detected with an “ED” result on the Detection Table (i.e., those bearing a “Target -2” marker). Either one or two air units from the Air Superiority Box may intercept each Strike or Combat Support Mission. Air Combat ensues as detailed below. Except for Interceptions against

Wild Weasel Missions, all Interceptors are allocated before any air combats are resolved.

24.4.1 Interceptor Combat

1. The intercepting player chooses which interceptor(s) will engage which units in the Strike Mission. He must, however, engage Escorting air units first. If he has more Interceptors than the Strike has Escorts, he may choose to engage one of the Striking (or Wild Weasel [15.2.9]) aircraft. If the Strike Mission has more Escorts than Interceptors, the Escorts may “gang up” on the Interceptor, as in Air Superiority Combat.
2. The ensuing air combat is fought in the same manner as Air Superiority Combat [22.6.2/3]. Note that unengaged Aircraft may not fire during this air combat.
3. If, after either Long-range or Stand-off combat, an intercepting unit is no longer engaged (because it has destroyed or aborted its original opponent), the intercepting player may re-engage such a unit against any other air unit in the Strike Mission. Thus, for example, an interceptor that shot down or aborted its opponent during Long-range combat could re-engage and fire at a Striking unit during Stand-off combat. If it shot down or aborted that unit during Stand-off combat, it could re-engage another Striking unit during Dogfight Combat.
4. Units with their ACR [15.2.3] in parentheses may never fire in air combat. The number in parentheses is used to determine any attacker’s differential. (Thus, a B-52 cannot fire in air combat, but enemy aircraft would attack versus the B-52’s ACR of one.) Other Striking aircraft that have an ACR may fire if engaged by enemy interceptors, but suffer a “+2” DRM.

Design Note: This DRM represents the extra difficulty in performing air combat maneuvers with a load of air-to-ground ordnance under your wings. This is an area where there is much diversity between aircraft. Some older aircraft, for example, cannot rapidly switch their radars between air and ground attack modes. And some attack jets can handle more radical maneuvers than others when burdened with a bomb load. For you purists out there, feel free to rate the units on your own to reflect this. We suggest a scale of +1 to +4.

5. The interception is finished at the conclusion of Dogfight Combat. Return surviving Interceptors and Escorts to the “Flown” box of their base country. Surviving Strike units remain on the map, where they will subsequently undergo Air Defense Fire. First, though, the Intercepting player resolves the remainder of his Interceptions.
6. After any round of Combat, any unengaged air unit may voluntarily Abort the mission.

24.5 SAM Fire

After Interceptor combat, allocate SAM fire versus remaining air units in missions that were detected. From this point on, resolve each Strike or Combat Support aircraft’s SAM, AAA, and Strike/Combat Support missions to their conclusion before resolving the next aircraft in the mission. This is important, as SAM and AAA fire produce DRMs for the ensuing Strike or Combat Support mission.

Design Note: Since we chose not to clutter the map with numerous “+1”, “+2”, etc. markers representing all Air Defense DRMs against Striking air units, this sequence is meant to aid players in keeping track of DRMs for only the two Striking units per mission at a time.

24.5.1 SAM Attacks vs. Normal Detection

Roll once against each aircraft and any accompanying Wild Weasels [15.2.9] (not once per Mission) on the Advanced Game Air Defense Table under the column representing the defending country’s current SAM rating (and applying listed modifiers). Implement results immediately, as indicated by the ADF Table.

Note: This fire is against only the mission aircraft and any Wild Weasel units that may accompany the mission. Fighter Escorts cannot be attacked by SAMs.

24.5.2 SAM Attacks vs. “Local” Detection

If a mission is detected by Local Detection, the ensuing SAM fire is resolved under the “Local” column on the Advanced Game Air Defense Table.

For Combat Support Missions [23.5] only, the “+1” and “+2” results are implemented differently. They are not DRMs, but, rather, they are subtracted (to a minimum of zero) from the air or helicopter unit’s Combat Support Rating. Thus, it is possible for a unit to fly to the target, and, after taking a result, have no remaining Combat Support Strength to support the combat.

24.6 AAA Fire

Any Striking air unit that does not have Stand-off capability (for its Strike Rating) is always attacked by AAA fire during its attack. Units with a Stand-off Strike Rating [15.2.8] are never attacked by AAA fire. If the Strike was Detected, the AAA fire occurs before the unit attacks, otherwise it attacks after the Strike.

Note: AAA after the strike is essentially rolling to see if the air unit aborts.

24.6.1 AAA vs. Normal Detection

Resolve AAA fire by rolling one die on the Air Defense Table and checking the appropriate “AAA” column. Implement results immediately. Naturally, “+1” or “+2” results against a unit that has already made its attack have no effect.

24.6.2 AAA Fire vs. “Local” Detection or Undetected

For those air units or helicopters undergoing Local Detection procedures or for undetected units, AAA fire is resolved on the “Local” column.

24.7 Weather Effects on Detection, SAM, and AAA Fire

Air Defenses are adversely affected by bad weather. During non-clear turns, all Detection, SAM, and AAA die rolls incur adverse DRMs as indicated on the charts.

24.8 Results vs. Defense Suppression

In all cases, “+#” results have no effect on aircraft designated as Defense Suppression.

25.0 Movement and Transport

This section provides additional movement rules to those in the Standard Game.

25.1 Air Transport Mission

Air Transport [8.5.2], Paradrop [25.1.1], and Airmobile Movement [8.5.4] missions may be escorted by up to two Escort and/or Defense Suppression aircraft. Each such mission is composed of the transported/moving unit(s) plus one or two Escort/Defense Suppression air units.

Detection for units flying Air Transport, Paradrop, and Airmobile Movement missions is determined by where the mission is flown, the type of mission being flown, proximity to enemy units and HQs, and the current Air Superiority Level [22.6] as follows:

1. If an Air Transport or Airborne Movement/Paradrop Mission is flown into an enemy country, regardless of Air Superiority Level, use normal ADF procedures [24.0]. The nominal aircraft in such a mission have an ACR of “(1)” if attacked by enemy interceptors. Detected missions which survive enemy SAMs [24.5] only undergo AAA fire [24.6] if they are within two hexes of an enemy unit or Installation.
2. Or, if the mission’s target hex is in a friendly or allied country, within two hexes of any enemy HQ and...
 - a. ...if the flying side has any level of Air Superiority or it is Contested, use *Local* ADF procedures; or
 - b. ...if the enemy has any level of Air Superiority, use *normal* ADF procedures.
3. Or, if the mission’s target hex is in a friendly or allied country and...
 - a. ...if the flying side has any level of Air Superiority or it is Contested, the mission automatically *succeeds*, or
 - b. ...if the enemy has any level of Air Superiority, normal ADF procedures are followed except that SAM and/or AAA fire is only conducted if the target hex is within two hexes of any enemy unit or Installation.

25.1.1 Airmobile Movement/Transport

Airmobile Transport/Movement missions into an enemy country or within two hexes of an enemy unit are subject to Local Detection and SAMs. If their target hex is within two hexes of an enemy unit or Installation, they are also subject to Local AAA.

25.1.2 Advanced Airborne Movement (Paradrop)

This rule modifies the Standard Game Rules regarding Airborne Movement [8.5.3] as follows.

When rolling on the Paradrop Table, use the results to the right of the slash to determine the effect of the drop. Results and their effects are listed below the chart.

25.2 Rebasing

Certain air units, as outlined in the Game Specific Rules, can change bases by flying a Rebasing Mission. This occurs during the Reorganization Phase and is not subject to Detection, Interception, or SAM/AAA fire. To Rebase, the owning player moves any eligible unit (there is no limit to the number of units that may

Rebase during a turn) from the “Ready” box of its current base to the “Flown” box of the new base or from the “Flown” or “Recovery” box of its current base to the “Abort” box of its new base.

25.3 Mobile Supply Units

MSUs may only move in the Initiative and Basic Movement Segments, if allowed. Strike results may limit their movement. MSUs may be transported by Sea Transport [8.5.7].

25.4 Contested Sea Movement

The results for failing a Contested Sea Movement [8.5.6.4.1] change in the Advanced Game. Depending on the roll, a Naval Unit or Sea Transport may incur an “Abort or Strike #” result. A Naval Unit has the option of returning to its origination point (Abort) or continuing its movement but receiving damage (Strike #) [27.4]. Sea Transport returns to its origination point on any result other than success.

26.0 Cruise Missiles

26.1 Cruise Missile Strikes

The Game Specific Rules will list the availability and frequency of Cruise Missile strikes.



Cruise Missile Strikes may be targeted against any Installation, Beachhead, or Airfield or against any detected Supply Depot, Supreme HQ, or Naval unit.

In addition, Cruise Missiles may be used against Air Defense Tracks and Cruise Missile Point markers.

Important: MSUs, non-Supreme HQs, and ground units may never be attacked by Cruise Missiles.

Cruise Missile Strikes cannot be Detected. They may only be Attacked by Naval CIWS [17.1.3].

To resolve a Cruise Missile Strike, declare the target and roll one die. Refer to the Advanced Strike Table and find the intersection of the word “Cruise” and the terrain in the target’s hex (unless it is a Hardened Target). Read down that column to find the result.

26.1.2 Allocation

The attacking player announces all of his targets, decrements the marker on the General Records track, and resolves the strike(s) using the Cruise Missile column on the Strike Chart and the appropriate DRMs. Players must allocate all of their Cruise Missile strikes before resolving them. Multiple missiles may be allocated to the same target.

26.1.3 Site-busting

Game Specific Rules will detail whether a particular player has land-based Cruise Missiles which allows the marker to be attacked exactly as if it were an Air Defense Track. The result indicates the number of points lost, i.e., spaces the marker is moved down the track.

27.0 Hits and Damage



In general, damage comes in the form of step losses, eliminations, Strike damage, and (for Installations/ Airfields)

destruction.

Anytime a particular combat result calls for a “step loss,” flip the affected unit to its back (reduced) side. If the unit is already on its reduced side or if the unit has no reduced side, the unit is eliminated. Anytime a particular combat result calls for Strike Damage against a unit/Installation, place the appropriate Strike marker on the affected unit/Installation. Strike damage is cumulative as follows:

27.1 Unit Damage

If the unit bears a Strike 1 marker and receives:

1. another Strike 1 result, replace the Strike 1 marker with a Strike 2 marker.
2. a Strike 2 result, apply a step loss to the unit and remove the marker.

If the unit bears a Strike 2 marker and receives either a Strike 1 or a Strike 2 result, apply a step loss to the unit and remove the marker.

If the unit receives a Step Loss result, remove the step and the Strike Marker.

27.1.1 Supply Depots/MSUs [19.4]

If the Supply Depot/MSU bears a Strike 1 marker and receives:

1. another Strike 1 result, replace the Strike 1 marker with a Strike 2 marker.
2. a Strike 2 result, replace the Strike 1 marker with a Strike 2 marker.

If a Supply Depot/MSU bears a Strike 2 marker and receives another Strike 2 result, remove the Supply Depot/MSU from the map. Ignore a Strike 1 result in this case. An MSU created from a Supply Depot which has Strike or Targeted markers on it retains those markers as well. It does not retain any Detected marker (MSUs follow the detection rules as for normal units).

27.2 Installation Damage

If an Installation/Airfield that bears a Strike 1 marker receives:

1. another Strike 1 result, replace the Strike 1 marker with a Strike 2 marker.
2. a Strike 2 result, mark the Installation as Destroyed.

An Installation/Airfield that bears a Strike 2 marker and receives a Strike 1, Strike 2 or Destroyed result is Destroyed. Do not roll for Collateral Damage.

Destroyed Installations/Airfields may no longer be targeted for Strikes until Repaired. VPs earned for Destroying an Installation more than once may only be earned if the Installation was fully repaired [12.1.2]. They do not earn VP if controlled nor do they require a Clearing Operation to control while Destroyed.

27.2.1 Deliberate Damage

A friendly-controlled Installation/Airfield may be deliberately damaged by the current owner during any Hex Control Step in which enemy units are within two hexes (including under a Clearing marker in the hex) of the Installation/Airfield. Roll on the Deliberate Damage Table and apply all DRMs to determine the effect. No collateral damage rolls are made due to damage inflicted deliberately. A Deliberate Damage attempt may be made in the same Hex Control Step in which the Installation/Airfield is captured.

27.3 Effects on Ground Units

27.3.1 Strike 1

Combat units subtract one from their Attack, Defense, Movement, and Efficiency Ratings. These ratings can't be reduced below 1.

HQ and Ground combat units cannot move during either a Friendly Exploitation Movement Segment or an Elite Reaction Movement Segment. HQs lose one Combat Capability for the remainder of the game turn. Rotate such HQs to indicate this.

Supply Depots and MSUs flipped or expended to create the other type of Supply counter retain their "Strike 1" marker.

MSUs may not move in the Initiative Movement Segment and have their movement value halved in the Basic Movement Segment.

27.3.2 Strike 2

Combat units subtract two from their Attack, Defense, Movement, and Efficiency Ratings. These ratings can't be reduced below 1.

HQ and Ground combat units cannot move during a friendly Exploitation Movement Segment or an Elite Reaction Movement Segment and can only move one hex during any other friendly Movement Segment. Such units cannot be moved by Airborne [25.1.1], Airmobile [8.5.4], or Sea Transport [8.5.7].

Supply Depots cannot be expended to create MSUs nor can newly purchased MSUs be placed atop a Supply Depot. They cannot be expended to create Supply Points [19.4]. A Supply Depot's range is reduced from eight to four motorized MPs.

MSUs cannot be flipped to create a Supply Depot nor can they be expended to create Supply Points. They may only move one hex in each of the Initiative or Basic Movement Segments.

27.3.3 "X" Result

The unit loses a step. Beachheads, Supply Depots, and MSUs are eliminated. An HQ also loses all Combat Capabilities for the rest of the turn.

27.4 Naval Units

If a naval unit incurs a Strike 1 or Strike 2 result, the owning player may retreat it to the nearest friendly port or At Sea Box, or, if in an All-Sea hex, to the Inshore Box (if friendly). A naval unit which incurs a Strike 1 or Strike 2 result may only reduce or remove the marker if it retreats to a friendly port (see below), otherwise it retains it. During its retreat, the Naval Unit may only enter friendly-controlled At Sea or Inshore Boxes. If a Naval Unit elects to retreat to a port, it may not move for the rest of the turn.

If the naval unit retains the marker, an additional Strike 1 result will turn a Strike 1 marker into a Strike 2 marker, and a Strike 2 result will become an "X." If a naval unit incurs an "X" result, remove it from the map and place it on the Game Turn track 4 turns ahead, e.g., if struck on GT3, place it on GT7 when it will return as a reinforcement.

Strike Markers may only be removed or reduced if the Naval Unit is in a friendly port during the Reorganization Phase.

Ground units embarked on AMPHs which incur Strike hits suffer Step losses. Remove one step for each Strike result rolled, i.e., 1, 2, or 3 (an "X" result is 3).

If a CV incurs an "X" result, its air units are set aside until it returns. When it returns, place its air units, at full strength, back on the carrier.

27.5 Attack Helicopters

Attack helicopters are reduced and eliminated through step losses just as ground units. They never receive Strike markers, though they may suffer step loss, elimination, or rebasing when their Airfield or Airbase receives damage from a Strike or an SOF Raid [20.2.1].

27.6 Air Units

Most air units are eliminated after two step losses. A few units have only one step and are eliminated when that step is lost. Strike results do not directly affect air units, but they can cause collateral damage [27.7.4].

27.7 Effects on Installations and Beachheads

27.7.1 Airbases/Airfields

Ground units cannot use Air Transport [8.5.2], Airborne Movement [25.1.1], or Airmobile Movement [8.5.4] from or to Airbases or Airfields which have a "Strike 2" marker.

Attack helicopters cannot fly from Airfields or Airbases that bear a "Strike 2" marker, but they may Rebase.

An Airbase/Airfield marked as Destroyed cannot be used for any purpose.

27.7.2 Ports

Reduce the capacity of a port by the amount of Strike damage inflicted, i.e., a Strike 1 result reduces capacity by 1 (normally from 2 to 1). If a Port is Destroyed, it has capacity of 0.

If a Port is Destroyed, it has a capacity of 0, and it may not be used for any purpose until Repaired.

27.7.3 Beachheads

Reduce capacity as per Port as described above (Strike 1 reduces it to a capacity of 1; Strike 2 reduces it to a capacity of 0). A Strike 2 result will flip the Beachhead to its No Supply side. A Beachhead with a Strike 1 marker which receives another Strike 1 or Strike 2 result receives a Strike 2 marker. A Beachhead with a Strike 2 marker already on it ignores Strike 1 results, but is removed on another Strike 2 or Destroyed result. A Beachhead which is Destroyed is removed. When a Beachhead is removed in this manner, place it on the Game Turn track two turns ahead of the current turn.

27.7.4 Collateral Damage

Strike hits against Airfields and Airbases may cause collateral damage to air units, airmobile points, or attack helicopters.

If the Strike Hit is caused by an SOF Raid, then roll immediately for Collateral Damage according to the Strike result.

If an undamaged Airbase/Airfield is Captured (during the Hex Control Step), then roll immediately as if it had incurred a Strike 1 result.

Otherwise, the roll is not made until the appropriate step in the Strike Phase. In this latter case, rotate the Strike Marker 90° as a reminder. Note that if the Strike damage was increased from a previous turn's Strike damage, e.g., from Strike 1 to Strike 2 or Destroyed, place a second rotated Strike 1 or Strike 2 marker, as appropriate, on top of the first as a reminder to roll for the actual result (not the final result). Combine the markers after Collateral Damage is resolved.

27.7.4.1 Versus Air Units and Airmobile Points: When a Collateral Damage roll is required, roll one die and refer to the Collateral Damage Table. Find the die roll result under the column representing the Strike Damage Result (use the damage result inflicted not the final damage result) and the type of target (Airfield or Airbase) that was attacked. This will determine whether damage occurred, and, if so, what units/points were affected. Results are as follows:

- Am Pt** One enemy Airmobile Point is immediately and permanently destroyed. (Mark this on the General Records Track with the appropriate marker.)
- Air** One step from an air unit of the attacked player's choice is immediately destroyed. The owning player immediately removes one step from an air unit (or eliminates a one-step or already reduced unit).
- Air*** One step from an air unit of the attacking player's choice is immediately destroyed. The enemy player immediately removes one step from an air unit (or eliminates a one-step or already reduced unit).

When removing a step, it must come from an air unit in or flying from a Basing Box corresponding to wherever the Airfield/Airbase was located. Units in the Flown, Ready, Aborted, or Air Superiority boxes may be chosen. Units on Carriers cannot be affected. If there are no units in or flying from the Basing Box from which to extract damage, then no damage occurs.

Note: Some results indicate multiple types of collateral damage. In these cases, implement each result listed.

An air unit can only take a step loss once due to collateral damage in any given Phase; e.g., it could be reduced in the First Special Operations Forces Phase and eliminated in the First Strike Phase but not both in either phase.

27.7.4.2 Versus Attack Helicopters based at the Target: In addition, for each Attack Helicopter based at the Airfield or Airbase, roll once on the Collateral Damage Table under the column labeled Helicopter. A result of "Step" eliminates one step from the helicopter. A result of "Elim" eliminates the entire unit. In any event, if the Airbase/Airfield was Destroyed by the attack, each helicopter, after making the Collateral Damage roll, is immediately rebased to the nearest friendly hex [6.5.1] with the

capacity to hold it. The player may choose a more distant Airfield or Airbase over a closer City/Urban hex. It is rotated to 180° to reflect that it cannot fly any more missions this turn [see 6.5.4].

27.8 Detection/SAM/AAA Tracks

Strike hits versus enemy Air Defense Tracks [24.1] decrease the current value of the affected Track as indicated on the chart.

27.9 Repair/Recovery/Reconstitution

27.9.1 Units/Airfields/Installations

During the Reorganization Phase of each game turn, players remove "Strike 1" counters and reduce "Strike 2" markers to their "Strike 1" sides. "Destroyed" markers on Installations are not affected. Airfields/Airbases and Ports can be "repaired" from "Destroyed" status by spending two Supply Points. Upon the expenditure, place a "Strike 2" marker on an Airbase or Port or a "Strike 1" marker on an Airfield.

When repairing Airfields/Airbases from Destroyed status, rotate the Strike marker 180°. These are not counted during the Air Superiority step for the purposes of 22.6.1. An Airfield/Airbase under repair which currently has a Strike 2 marker, does not roll for Collateral Damage if it receives another Strike result.

27.9.2 Air Defense Tracks

During the Reorganization Phase of each game turn, each player may increase the value of his Air Defense tracks as follows by spending Supply Points [19.3]: 1 AAA for every 4 SP, 1 DET or SAM for every 2 SP spent. Players may spend no more than 4 Supply Points in this manner on a given turn.

Tracks can be Repaired to levels above their starting point but not beyond the maximum of the Track, i.e., 10 for Detection and SAMs, 3 for AAA.

27.9.3 Reconstitution and Recovery

Ground units which use Replacement Points to recover steps must, at the instant of recovery, be able to trace a Line of Communication [19.2].

Ground units which are reconstituted must be placed within two hexes of their parent HQ and not in an EZOC. If the parent HQ is not available, units may use the HQ to which their parent is subordinate.

If no such HQ is available, units may be placed in any friendly Urban or City hex.

In all cases, the placement hex must be in supply and not isolated. Units cannot receive Replacements if using Emergency Resupply.

27.9.3.1 Air Unit and Helicopter Replacements: Players may spend Supply Points to return damaged air or helicopter units to full strength or bring destroyed units back in to the game. Spending two Supply Points will allow a player either to flip a damaged unit to full strength or to bring a destroyed unit back on to the map on its damaged side. A unit cannot be brought back into play and brought to full strength in the same Replacement Phase. Place any air unit which receives replacements in an appropriate Flown Box. Mark any helicopter unit receiving replacements as having used one mission.

The Game Specific Rules will delineate which unit types can receive replacements.

When bringing a destroyed air unit back into the game, the player must choose randomly from all the available air units of the type they are replacing. When bringing a destroyed helicopter unit back in to the game, it may be placed at any friendly Airfield/Airbase within stacking limits.

Example: There are five destroyed U.S. air units, an F-22, an F-16, two F-15s, and an A-10. The U.S. player spends two Supply Points to bring one F-15 back into play. He randomly chooses one of the two F-15s and places it, on its damaged side, in the Japan Basing Box in the Flown area.

Design Note: This is primarily intended to represent repositioning of unallocated squadrons/wings or activation of reserve units to the active theater from other areas, not the building of new air frames.

27.9.3.2 Air Unit Consolidation: Players may consolidate damaged Air Units during the Reinforcement and Replacement Phase. If two Air Units of the same nationality and type are in the same Basing Box, remove one damaged unit and flip the other over to its full strength side. Place the newly consolidated Air Unit in the Flown Box. There is no VP adjustment for consolidation.

28.0 UN Resolutions

Design Note: Mark Herman has graciously allowed us to use a version of his UN Resolution mechanics from Flashpoint: Golan.

During the Initiative Phase, one player makes a UN Resolution Die Roll to determine whether or not the United Nations will take action to “force” a halt to hostilities. Roll one die and add any applicable modifier due to the International Posture Matrix (Game Specific Rules). If the result is 10 or greater, then the UN has passed a resolution demanding that the warring parties accept a Ceasefire that will go into effect during the Victory Determination Step of that turn, i.e., both sides get one turn to improve their position vis à vis the victory point difference.

28.1 Veto

The Game Specific Rules will specify an order for Vetoes. If the UN Resolution DR results in a ceasefire, a side may choose to Veto it. If no side chooses to veto the Resolution, then the ceasefire is in effect (and may not be vetoed later to avoid a Victory Point penalty), and the game will end at the end of the turn. If any side chooses to veto the Resolution, ignore the Die Roll and continue to play, including rolling again for another Resolution in the next Initiative Phase. The side which vetoes a Resolution loses 5 VPs. The chance to Veto the cease fire occurs only once for each side per Resolution.

28.2 Refusing to Obey a UN Ceasefire

If a Ceasefire is not Vetoes, either side, with the side which had Initiative on GT1 choosing first, may refuse to obey the UN ceasefire. For each and every Initiative Phase in which the player continues to disobey, his opponent earns 10 Victory Points. If the GT1 Initiative player chooses to disobey the Ceasefire, his opponent may defend himself with no penalty.

29.0 Advanced Rules Alternate Play

These rules are intended to provide the players with options which affect the series rules as opposed to the Optional Rules which appear in the Game Specific Rules. They are intended to outline options and their effects within the context of a specific game.

Players are free, of course, to play with some, none, or all of the Advanced Game rules; however maximum enjoyment will be obtained by using them all.

29.1 Air Power

Players may, upon mutual agreement, choose to use the Standard Game Air rules with the Advanced Game Scenarios. In this case, all Standard Game Air rules apply with the following changes:

29.1.1 Air Points [6.1]

Double the number of Air Points received when rolling on the Standard Game Air Points Table.

29.1.2 Air Strikes

Air Points may be used to conduct Strikes following the same general rules as Combat Support [6.2.1]. A player may allocate up to 4 Air Points as Strike points along with 2 escorts for a total of 6 Air Points.

29.1.3 Collateral Damage

Air losses generated from the Collateral Damage table translate into a permanent Air Point loss regardless of “owning” or “enemy” player.

29.2 Air Power Fog of War

The following rules are intended to obscure the air battle picture by forcing players to allocate units blindly against enemy strikes and air superiority missions.

29.2.1 Strike Missions

When allocating a Strike mission, the allocating player does not reveal the number or type of aircraft in the Strike until after the detection roll has been made. If the Detection roll results in an “ED”, then the allocating player indicates the number of attacking aircraft but not the type. (*Exception: If a Wild Weasel aircraft is present, that fact must be revealed.*) The intercepting player must then indicate which aircraft, if any, will intercept the unknown aircraft. Once the interceptors are allocated (or not), play proceeds normally.

The above will necessitate some record keeping as all Strikes and targets are allocated before the detection process is begun and all detection rolls are made prior to allocating interceptors.

29.2.2 Air Superiority Hidden Assignment

During the Air Superiority Allocation step, each player chooses an aircraft unit without revealing it to the opposing player. Both units are placed simultaneously into the Air Superiority Box engaging each other.

When all units for one player have been placed, but the opposing player has more units to assign, those additional units may be placed in any engagement so long as no more than two units are engaging a single enemy unit.

Once all units have been placed, the player with an AWACS Advantage may change a number of engagements equal to the current AWACs level in one of two ways:

1. Switch any two aircraft units' places. Simply pick them up and switch their places in the Air Superiority Box.
2. Avoid an engagement entirely. Place the aircraft unit in the appropriate Flown Box.

29.3 Air Unit Reconstitution and Recovery

As an option, players may use the process in 27.9.3.1 to reconstitute or recover any air unit regardless of any restrictions outlined in the GSR.

29.4 Jettisoning Ordnance

Air Units allocated to Strike missions may jettison their ordnance if attacked in Air-to-Air Combat. If they do so, they may not conduct a Strike after the Interception Air-to-Air Combat, but they do not incur the detrimental DRMs in aerial combat.

29.5 HQ Supply Range

Rather than the nominal, uniform 4 Motorized MPs for tracing supply, use the HQ's range as the number of MPs; e.g., U.S. units can trace to the U.S. 82nd Airborne Division HQ using 5 Motorized MPs.

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Interdiction		Captured	8.4.3	Supply Range	15.2.11
Results	23.4.4	Damage	27.7.2	Supply Sources	19.1
Introduction		R		Supreme HQs	18.3
Advanced Game	14.0	Raids	20.2.1	Surface Action Group	7.3.3
Standard Game	1.0	Range	15.2.5, 2.4.3	Surrender	19.7.4
Isolation	19.7	Rebasing			
		Air Units	25.2	T	
L		Reconnaissance	20.2.2	Targeting	20.2.3
Light Infantry	8.2.4	Reconstitution	11.2	Towns	8.3.1.6
Line of Communication	19.2	Replacements	11.0	Transport Capacity	2.4.4
Local Detection	24.3	Retreats	9.8		
AAA Fire	24.6.2	into defending hexes	9.8.6	U	
SAM Attacks	24.5.2	Restrictions	9.8.2	UN Resolutions	28.0
Long Range Weapons	15.2.8.1	through EZOC	9.8.5	Ceasefire (Refuse to Obey)	28.2
		Voluntarily Ignoring	9.8.4	Veto	28.1
M		Rivers	8.3.1.1	Unit/Formation ID	2.3.4
Mobile Supply Units	19.4	Roads	8.3.2	Urban	8.3.1.5
Mine Clearing	7.5.2			W	
Mine Laying	7.5.1	S		Weather	4.0
Movement	8.0	SAM Fire	24.5	Clear	4.1.1
Air Transport	8.5.2	Sea Transport	8.5.7	Effects on ADF (Advanced)	24.7
Airborne/Paradrop	8.5.3	Sea Zone Boxes		Effects on Air Units	22.2.1
Airmobile	8.5.4	Control	7.2	Overcast	4.1.2
Allowance	2.3.5	Retreat	7.2.1	Storm	4.1.3
Amphibious Assault	8.5.8	Setup Hex/Area	2.3.6	Wild Weasel	15.2.9
Bypass	8.5.1.1	Special Operations Forces	20.0	Resolving Missions	23.3
Ground	8.5.1	Markers	20.1.1		
Naval	8.5.6	Survival	20.3	Z	
Sea Transport	8.5.7	Stacking	8.1	Zones of Control	8.2
MSUs	19.4	Ground Units	8.1.1.1	Effects	8.2.2
Damage	27.1.1	Helicopters	6.5.1.1	Extent	8.2.3
Movement	25.3	Naval Units	7.3.6	Light Infantry	8.2.4
		Stacking Value	2.3.7	Retreating Through EZOCs	9.8.3
		Stand-off Weapons	15.2.8		
		Stealth	15.2.7		

Unit Identification Chart

How to read and identify unit types and values

Unit Type Legend for purposes of Combat modifiers



	Headquarters
	Amphibious Headquarters
	Infantry
	Marines/Naval Infantry
	Airborne
	Air Assault
	Amphibious Infantry
	Motorized Infantry
	Mountain Infantry
	DPRK Red Guards
	DPRK Light Infantry
	DPRK Sniper Light Infantry
	DPRK Military Training Unit

Considered Leg for Combat. Yellow Movement Allowance is considered Light Infantry. This includes USMC Infantry units.

	Artillery
	Rocket Artillery

No Combat Modifiers

	Armored
	Amphibious Armored
	Marine Armored

Considered Armor for Combat

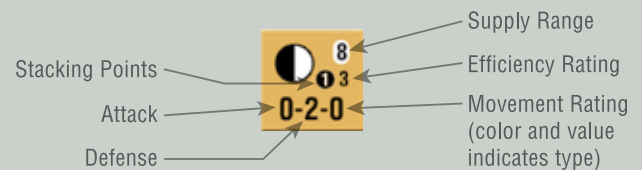
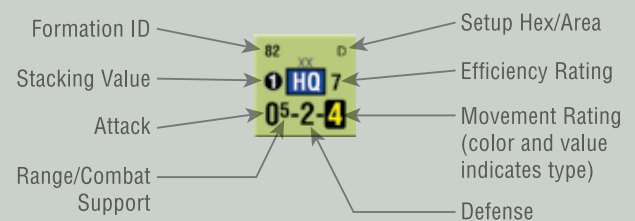
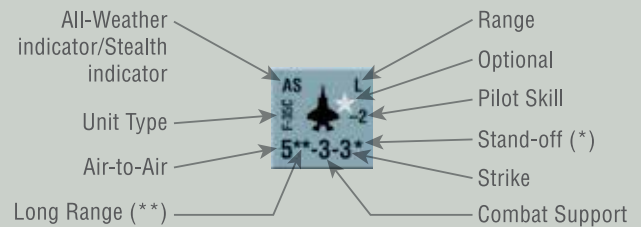
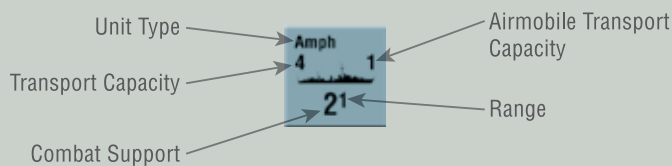
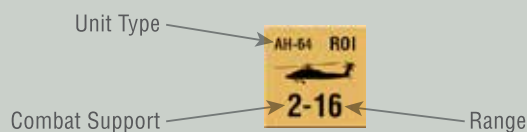
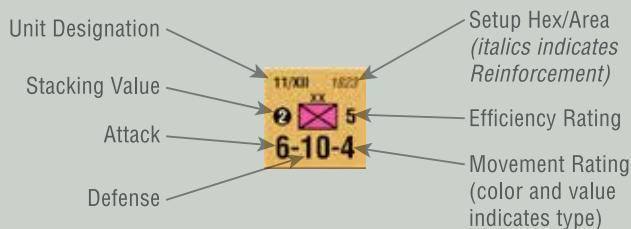
	Heavy Brigade Combat Team
	Stryker Brigade Combat Team
	Armored Cavalry
	Mechanized Infantry
	Amphibious Mechanized Infantry
	Mechanized Marine Infantry

Considered Mechanized for Combat

Type	Example	Text Color
Leg	44 45	Black, White or Yellow MA#*
Motorized	5 6	Orange MA# or background
Mechanized	6 8	Red MA# or background
Airmobile	24	Yellow MA#*

* Yellow MA# on black background = Airmobile-Capable/Light Infantry

Sample Units & Combat Unit Identification



Standard Game Sequence of Play

Weather Phase

1. Roll one die to determine this turn's weather (except GT 1).
2. If the weather is "Storm," move all Naval units to the At-Sea Box (if friendly) or a friendly port of their Sea Zone. [4.1]

Supply Phase [13.0 – Optional]

1. Remove Out of Supply markers from units that are no longer out of supply.
2. Check for unsupplied units. Place an Out of Supply marker on any unit that is unsupplied.

Initiative/Air/Naval Phase

1. Determine if either player has the Initiative for the game turn or whether it is a "Contested" Game Turn. Both players move their respective "VPs This Turn" markers to "0."
2. Each player rolls on the Standard Game Air Point Chart and records the Air Points received this turn, modifying for weather if necessary. [6.1 and Air Chart]
3. Set Air Superiority Level based on Air Point differential. [6.4]
4. During non-Storm turns, roll for Sea Control [7.2]
 - a. Roll for Inshore boxes.
 - b. Roll for At Sea boxes.
5. Both sides roll for Mine Clearance [7.5.2] (not on GT1)
If neither player holds the Initiative (i.e., it is a "Contested" turn), skip directly to the *Basic Movement and Combat Phase*.

Initiative Movement and Combat Phase (Initiative Turn Only)

1. **Initiative Movement Segment:** The Initiative player moves any/all of his combat units up to the extent of their movement allowance. Air, airmobile, and sea movement and transport are allowed. [8.5]*
2. **Initiative Combat Segment:** The Initiative player declares and resolves all Combat (one combat at a time). [9.0]
 - a. Declare Attacks (one at a time) [9.2.1]
 - b. Compute Initial Odds [9.2.2]
 - c. Determine Column shifts [9.2.3]
 - d. Both sides allocate Attack Helicopters, Air Points, and Naval units to Combat Support Missions (attacker first) [9.2.4]
 - e. Resolve all Air Defense Fire [9.2.5]
 - f. Determine DRMs [9.2.3]
 - g. Roll die and resolve combat [9.2.6]
 - h. Allocate Losses [9.2.7]
 - i. Retreat and advance units [9.2.8]
3. **Elite Reaction Movement Segment:** The non-Initiative player performs Elite Reaction. All 6, 7, and 8 efficiency units not in an EZOC can move (but not attack). Unlike all other movement segments, air, airmobile, and sea movement and transport are not allowed. [8.5, with limitations]*
4. **Exploitation Movement Segment:** The Initiative player performs Exploitation Movement. Any units not in an EZOC may move up to their full movement allowance. Air, airmobile, and sea movement and transport are allowed. [8.5]*

5. Exploitation Combat Segment: The Initiative player performs Exploitation Combat. Any units (whether they moved or not) may perform Combat (at a two column shift left penalty on the CRT). [9.0]

6. Reaction Movement Segment: The non-Initiative player may move any/all of his units up to the extent of their movement allowance. Air, airmobile, and sea movement and transport are allowed. [8.5]*

7. Reaction Combat Segment: The non-Initiative player performs Combat. All units are eligible, whether they moved or not. [9.0]

Basic Movement and Combat Phase

1. **First Movement Segment:** The Initiative/First Player moves any/all of his combat units up to the extent of their movement allowance. Air, airmobile, and sea movement and transport are allowed. [8.5]*
2. **First Combat Segment:** The Initiative/First Player declares and resolves all combat. [9.0]
3. **Second Movement Segment:** The non-Initiative/Second Player moves any/all of his combat units up to the extent of their movement allowance. Air, airmobile, and sea movement and transport are allowed. [8.5]*
4. **Second Combat Segment:** The non-Initiative/Second Player declares and resolves all combat. [9.0]

Reorganization Phase

1. Rotate all helicopters to reflect "no missions."
2. Reset Air Points to zero (0).
3. Reset Airmobile Points.
4. Remove Tunnel Markers. [NWK]
5. Conduct Clearing Operations.
6. Determine hex control changes.

Reinforcement and Replacement Phase

1. sides place reinforcements in accordance with the Scenario's Reinforcement Schedule. [10.0]
2. players may use replacement points to replace or reconstitute units. Units surrounded by enemy units and/or ZOCs cannot receive replacements. [11.0]
3. Adjust Submarine Threat and ASW Levels. [7.4.3]

Victory Determination Phase

1. Add each players "VPs This Turn" to their "VPs" to reflect their total VP accumulations in the game. Move the "VPs" markers to reflect the new totals. (Don't reset the "VPs This Turn" markers until the Initiative/Air/Naval Phase of the following game turn.) [12.1]
2. Determine if either player is allowed to check for Automatic Victory. If this is the last game turn, compare each side's Victory Points to determine a winner. [12.2]

Game Record Phase

Players advance the Game Turn marker and begin the next turn.

* Bridge destruction/repair/construction allowed at end of segment.



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